

メガテク

JULY 1992 £1.95



# MEGA TECH



MEGADRIVE HYPER GAMING TECHNIQUE

DARE YOU FACE THE TERROR OF  
**SPLATTERHOUSE II?**

**REVIEWED  
INSIDE**

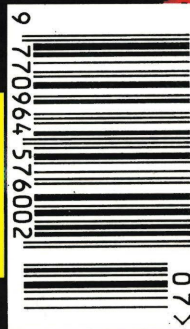
- OLYMPIC GOLD
  - BATMAN
  - CHUCK ROCK
  - WARRIORS OF THE ETERNAL SUN
- ...AND MORE!

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NEWSAGENT WHERE  
THEY ARE!

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STICKERS**



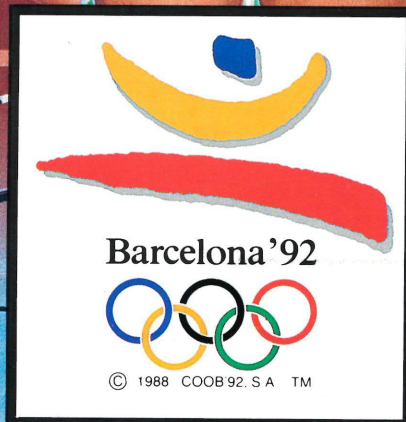
**EXCLUSIVE:  
MEGADRIVE  
SIMPSONS!**



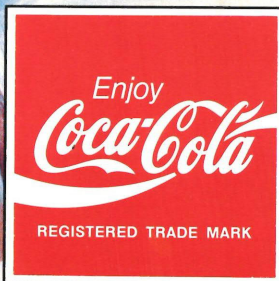
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THE  
SPORTS



# OLYMPIC GOLD



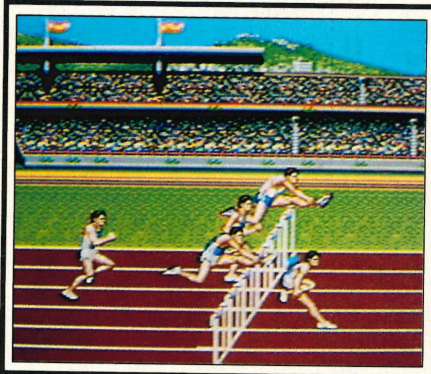
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# GREATEST EVER SPORTING CHALLENGE

Mega Drive



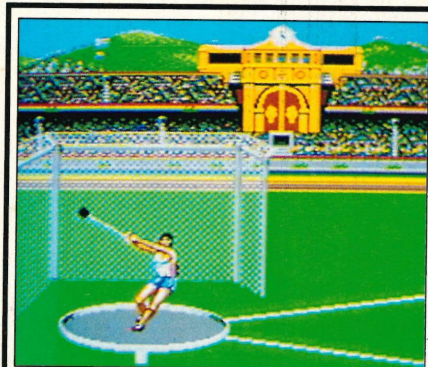
110m HURDLES

Master System/Game Gear



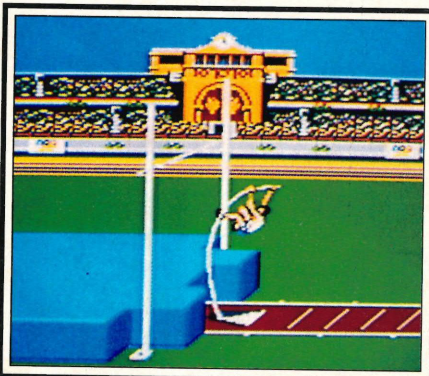
SPRINGBOARD DIVING

Mega Drive



HAMMER THROW

Master System/Game Gear



POLE VAULT

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Barcelona. It's the Summer Olympics and your once in a lifetime opportunity to prove yourself in the World's greatest sporting arena. The culmination of years of preparation and planning in just one split second..... the thrill and excitement of the crowd.... the overwhelming rush of the competition.....

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Beat an Olympic record.... smash a World Record. Use your skills to inject some serious physical energy into your favourite console! Olympic Gold on the Master System - the ultimate challenge on the ultimate video game system.



The 1992 Olympics, the World's premier sporting occasion can now be experienced on the World's premier games system the SEGA Mega Drive. Olympic Gold captures the passion, excitement, heartache and adrenalin pumping action of the real event.

The competition's tough, but you've enough 16-bit power to test the best and spit out the rest. With your skill, determination and strength, coupled with quality graphics and superb stereo sound you'll soon be grinding the opposition into the ground.

## GAME GEAR

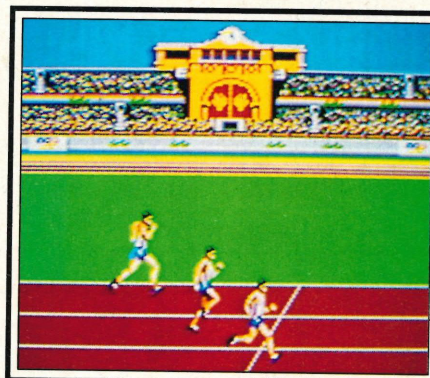
For game players on the move - Olympic Gold on the Game Gear. The ultimate sporting challenge on the ultimate full-colour portable games system.

With it's high resolution screen and razor sharp detail you get a picture so life like it puts you in the thick of the action.

Whether it be on the track, field or in the pool.

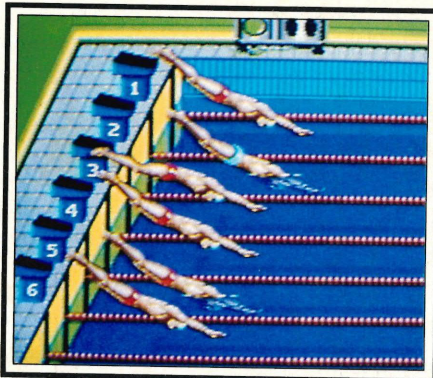
Only the strongest - the Elite - can survive this test of skill, determination and stamina.

Master System/Game Gear



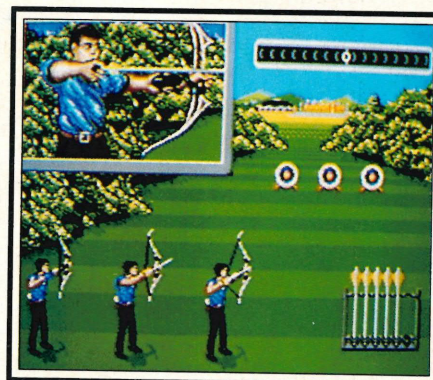
100m SPRINT

Mega Drive



200m FREESTYLE SWIMMING

Mega Drive



ARCHERY

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the console's specifications.

Experience the thrill, excitement and true spirit of one of the greatest sporting events in our history. Experience Olympic Gold, where there's no greater honour than to represent your country and compete against the cream of the World's sporting best for the most coveted titles known to man. A total of 7 true Olympic Events stand between you and the pinnacle of sporting fame. You'll need courage, strength, skill and determination to succeed. Olympic Gold - the Challenge!

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# CONTENTS

## E & EVEN JULY 1992

### GAMES REVIEWED

#### THE SIMPSONS.....30

Acclaim bring Bart to the Megadrive in this Springfield-based arcade adventure.

#### WARRIORS OF THE ETERNAL SUN.....33

Top-quality Dungeons and Dragons role-playing action from the roguish band of programmers at Sega.

#### BAD OMEN.....36

Breakout meets pinball on Satan's own scrolling network of tunnels. Weird but good!

#### OLYMPIC GOLD.....39

Become an albino athlete in US Gold's Olympic Games game.

#### ARCH RIVALS.....42

Acclaim's conversion of Bally's comedy basketball coin-op. Is it a load of dunk? Or not?

#### SLIME WORLD.....44

A conversion of a Lynx game, no less! And no less fun, neither, thank you very much for asking.

#### DAHNA.....48

The only Megadrive Golden Axe-type game to star an Irish songstress. Har har. Not really. Oh dear.

#### CHUCK ROCK.....50

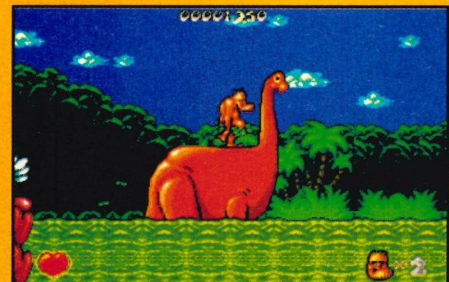
The only Megadrive platform game to star a fat Stone Age bloke. A winner from Virgin.

#### BATMAN.....54

Officially released at last, it's Sunsoft's smart-looking game of the blockbuster movie.



THE SIMPSONS: BART VS THE SPACE MUTANTS P.33



CHUCK ROCK P.50



OLYMPIC GOLD P.39



SLIME WORLD P.44

CONTENTS



# **BIG** prizes to be **won on the MegaTech Hyperlines!**

We're giving away more prizes than you could safely shake a joystick at, and as if that wasn't enough, there's a helpline



packed  
with cheats for all the

latest games. All you have to do is dial this number, choose the line you want and listen to the instructions. It couldn't be easier, so get on the blower - NOW!

## **0839 500 807**

### **WIN A MEGA-CD**

**On line one** we're giving away a Mega-CD, the add-on that's set to revolutionise the world of Megadrive games.

What can it do that's so hot? Well just one CD can hold 660 times the data of a normal 8-megabit cartridge. That means more graphics, more sound and more game for your money. In addition there's an extra 16-bit processor that runs along side the one in the Megadrive, allowing all sorts of extra graphic effects such as sprite scaling and rotation and arcade quality 8-channel PCM sound. And as if that wasn't enough recorded music and speech can be incorporated directly into the game from the disc!

### **WIN A STEREO MONITOR WORTH £300!**

**On line two** you can win a top-of-the-range Phillips stereo monitor, which means you can connect your Megadrive via its SCART socket for stunning graphics and sound. No more being dragged from the TV just as you're about to reach a high score.

### **WIN £200's WORTH OF SOFTWARE!**

**On line three** you can win 200 sovs worth of the latest cartridges. Not any old games though, you get choose what cartridges make up your prize. All you have to do is answer three simple games-related questions. What are you waiting for? Get dialling!

### **THE HYPER TECHNIQUE LINE!**

Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!



Calls are charged at 36p per minute off peak, and 48p per minute at peak times. If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call!



# NOW THE POWER 2 FIGHT BACK...

## ACTION REPLAY

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**BECOME  
INVINCIBLE!!**

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**\* MEGADRIVE™**

**FANCY YOURSELF AS A GAME HACKER?**

**YES WITH THE ACTION REPLAY CARTRIDGE YOU CAN NOW PLAY  
YOUR FAVOURITE GAMES TO DESTRUCTION!**

**Just imagine, infinite lives, unlimited energy, unlimited power  
or extra fuel/ammo. Become invincible with the Action Replay  
Cartridge for your MEGADRIVE™ Console**



■ Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!

■ With its unique built-in "GAME TRAINER", you can actually find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc.

■ Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use... the average cheat takes only minutes.

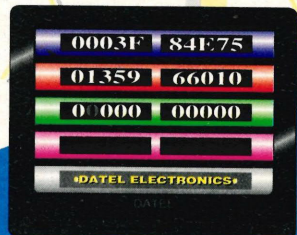
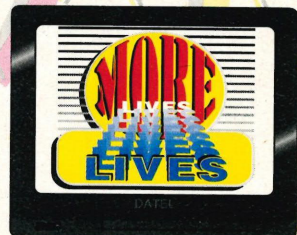
■ Action Replay also works as Japanese adaptor, allowing you to play import cartridges on your UK console.

■ With its advanced ASIC hardware design, the Action Replay cartridge can react to new games as they appear. No need for future updates.... this is the only cartridge you will ever need.

■ No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler!

"The Action Replay is the essential companion for EVERY Console owner.....how can you afford not to have it".....GAME PRO magazine

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# ! NEWS

## NEW GAMES GOSSIP!

Despite all the technical achievements and business developments, the most exciting part of the show was of course all the new games previewed. Of course the big news was **Sonic 2**, destined to make Sega piles of cash this Christmas.

Sega were also showing off their new Disney licences, **TaleSpin**, the game of the popular early-morning cartoon and **Castle of Illusion 2**. Both are platform affairs with astounding graphics and animation, and you may be interested to know that Castle of Illusion 2 stars Donald Duck as well as Mickey Mouse!

Disney fans should also be flipping their wigs to the tune of **Ariel, The Little Mermaid**, a sort of undersea exploration game aimed at younger players.

Another game aimed at the less-aged is **Home Alone**, which certainly has potential, although it was pretty dismal on all the other formats.

Youth makes an appearance once again in **The Young Indiana Jones Chronicles**, a swashbuckling platform adventure which sees Henry Jones jr trying to foil a deadly international spy ring.

**Batman Returns**, the conversion of the new Bat-film is looking superb, very atmospheric and stuffed with all the Bat-action you could hope for. This somewhat steals the thunder from Sunsoft's follow up to their game of the first film, just officially launched in Europe. Incidentally, Batman's old DC ally, **Superman**, is also due to appear on Megadrive in a Sunsoft game due in December.

more opposite...

## CHICAGO SHOW SHENANIGANS!

Twice a year, American video games manufacturers gather at the Consumer Electronics Show, one of the world's biggest such events, and one where everyone announces their new software titles. Not surprisingly, May's lively fiesta set in Chicago was deservedly console dominated and the Megadrive proved to have some of the most exciting developments. Julian Rignall (as seen on television) was there and this is what he sent back to tell us Tommy Megadrive players what we have in store.

## SONIC 2 OUT IN NOVEMBER!

The big software news for Megadrive owners was of course the unveiling of Sonic 2. Looking much like its predecessor, Sonic 2 once again pits the blue spiked one against Robotnik in a battle through time, from the prehistoric era of the dinosaurs right through to a sci-fi future. However, this time Sonic is aided by his sidekick—a fox cub with two tails!



Sonic 2 is scheduled for simultaneous worldwide release on 'Sonic 2sday', Tuesday, 27th November, and Sega hope that it will be the first Megadrive game to shift over a million units in the States alone. It will be followed early next year by a suped-up CD version called Super Sonic. Cor, can't wait!

## MENACER SHOOTS THINGS



Megadrive owning would-be squaddies will be tremendously excited by the development of a new Megadrive add-on, the Menacer light gun. The Menacer can change into seven different configurations, from a standard handgun look to the all-out Space 1999 blaster look, depending on your mood. Like the Super NES Super Scope, The Menacer will, spookily enough, come with a six-game cartridge featuring FBI shooting ranges, pest control shoot 'em ups and even a tomato 'em up featuring Toe Jam and Earl! Software support is already looking good with a conversion of the smash Terminator 2 coin-op being developed by Flying Edge as we speak. The Menacer will be launched in the US this autumn priced \$59.99, with a UK release pencilled for Christmas.



# MEGA CD PICKS UP AT LAST



Having failed to set the world alight with games such as Heavy Nova and Earnest Evans, things are finally looking up for the Mega CD. The American version is bundled with game and music CDs valued at about \$400 in an effort to interest the public, not bad considering the asking price of \$299. Twenty titles will be launched with the machine in the USA this autumn, among them versions of Sonic and even the fantastic Streets of Rage.

Third party publishers Sierra are one software house working on Sega Multimedia conversions of some of their top games, among them the very

wonderful Battle Zone-type game, Stellar 7 as well as Police Quest 3, the brilliant Adventures of Willy Beamish and even that old favourite, Leisure Suit Larry. Twenty more titles are promised by next spring, with some of the top quality publishers pledging releases. Many of the titles will be developed at the new Sega Multimedia Studio, a set-up equipped with state of the art sound and video technology, sound booths for overdubs, and even a blue screen facility to scan actors into games! The studio is said to rival many of Hollywood production complexes in its sophistication and capabilities.

Other up-and-coming CD releases are:

GAME	BY	US RELEASE DATE
Black Hole Assault	Bignet	9/92
The Third World War	Bignet	11/92
Terminator 2: The Arcade Game	Flying Edge	1/93
WWF MegaWrestlemania	Flying Edge	1/93
Wonder Dog	JVC	11/92
Dungeon Master: Skull Keep	JVC	12/92
Wolf Child	JVC	12/92
Monkey Island	JVC	'93
Thunder Storm	Renovation	11/92
Kings Quest V	Sierra On-Line	11/92
Space Quest IV	Sierra On-Line	12/92
Mixed-Up Mother Goose	Sierra On-Line	9/92
Pit-Fighter II	Tengen	7/93
Out Of This World	Virgin	'93
Terminator	Virgin	'93

**Chakan, The Forever Man** is another scaled down Mega CD game on cart which features a twin sword-wielding zombie-Ninja chap. A lot of detail has been put into the combat system, and the enemies encountered are nothing short of excellent. The CD version will be released in America this autumn.

Green gamers will enjoy a forthcoming Norwegian release from Magicom. Entitled **The Environment Detective**, it stars the Ozone Kid who demonstrates how to help the environment and save the Earth. He starts by collecting litter from his neighbourhood, and progresses to saving the Amazon.

Activision's **Aliens vs Predator** pits the two most terrifying extra-terrestrial races against one another in interstellar combat, and not surprisingly great amounts of doom abound. Featuring spectacular graphics, Aliens vs Predator is destined to make a real impact this Christmas.

Cheapo exploitation and gore comic **Ex-Mutants** will soon have its very own Megadrive game. The post-holocaust Ex-Mutants are waging war against evil mutants and what this leads to is lots of women in skimpy costumes and plenty of slaughter in a non-Comics Code approved way.

The popular Data East coin-op **Captain America and**



**The Cap's back.**

splendour, so expect some quality super-powered beat 'em up action by Christmas.

Data East have also chosen to release their cult coin-op **Chelnov, Atomic Runner** on the Megadrive. Set in a surreal science fiction world, it features some of the most spectacular graphics ever on the MD. Pencilled for autumn release Atomic Runner is destined to be a classic blast.

Gametek's Amiga puzzle game, **Humans** is to hit Megadrives everywhere shortly. You play a God who must guide a number of Neanderthals to an important discovery, such as fire or the wheel, through teamwork. The Amiga version of this Lemmings-type game was well-received and if puzzling is your bag you should take a look at this when it hits UK shores.

**the Avengers** is to hit the Megadrive. The arcade game of Marvel faves. The MD conversion is already shaping up nicely in its 8 meg

## NEW GAMES GOSSIP!

On the more action-orientated front there were some hugely promising titles. **The X-Men** game, licensed from the best-selling Marvel comic, is a platform mutant 'em up in the mighty Marvel manner, which sees the all your favourite X-Men saving their mentor Professor X from the evil Magneto as only they can.

**Evander Holyfield's Real Deal Boxing** mixes pugilism and strategy, but it will have to contend with (believe it or not) **Muhammed Ali's Heavyweight Boxing**, from Virgin.

In contrast **Green Dog The Beached Surfer Dude** casts you as a rather strange chap who travels by skateboard, inline skates and even a pedal copter! Watch out for reviews of both games in next month's MegaTech!

However, the big news for fight fans has to be **Streets of Rage 2**. Although not much of the game was on display, it certainly sounds impressive. The cart is a humongous 16 meg, the same as SNES Streetfighter 2, and is packed with new moves, new weapons and more fighters.

Anyone desperate for a chess game need no longer contemplate buying a Power Base Converter and a copy of Sega Chess. If you can wait until November you should be able to pick up a copy of Mindscape's **Chessmaster**.

Neo Geo fans will be pleased to hear that Takara are producing Megadrive versions of top beat 'em up, **Fatal Fury** and the monster city-trasher **King of the Monsters**. Expect them next year.





## WONDERMEGA LAUNCH PUT BACK

Now that Sega have decided to release the Mega-CD in November, they have postponed the launch of the WonderMega all-in-one unit until next year. It was considered that the WonderMega would probably be too expensive to be an attractive buy, so Sega are working on a redesigned machine which will have the same functions (compatibility with Megadrive carts and CDs and a karaoke function) but will be cheaper to manufacture and hence will have a lower list price.

By the way, JVC, who are selling their own version of the Wondermega in Japan, have decided not to do the same over here. They are now investing in a mega-powerful console of their own, to be produced by one of their subsidiaries, Matsushita, in association with Electronic Arts. Cripes!

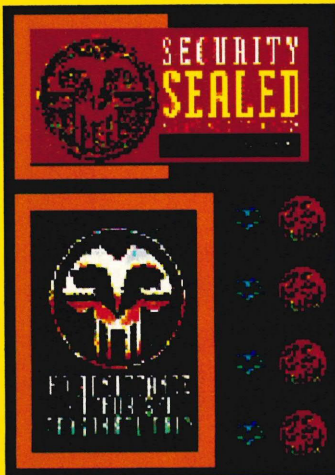
## GREEN BAIZE AHOY

It seems everyone wants a Megadrive Snooker game, but it looks like most of you will have to make do with Pool for the time being. Data East are soon to be releasing Side Pocket which features one or two player action, straight play, 9 ball and trick games for expert poolsters, realistic overhead control and ball logic and 22 jazz soundtracks.

## MAY COMPETITION RESULTS

There was no Spot the Shot in May, but our Hyperline winners are: **MEGA-CD:** Hugh Williams, **Leicester PHILIPS MONITOR:** Jeremy Ford, Stone, Cheshire  
**£200'S WORTH OF GAMES:** Dominic Chang, Bristol

## WHAT TO DO WITH YOUR FREE SECURITY STICKERS



that bag is not a toy.

This has been another wonderful MegaTech free gift. Watch out for more giveaways in the very near future!

# OFFICIAL MEGA-CD LAUNCH ANNOUNCED!



November is going to be a busy month for Sega. Not only are they launching Sonic 2 on Sonic 2's Day (see the CES report for more info on that), they will finally be launching the official Mega-CD unit at a price between £229 and £249.

A catalogue of 20 titles will be released at the launch and these will include Earnest Evans, Sol-Feace, and probably Wing Commander (3D space-combat sim), Rise of the Dragon (smart Blade Runner-type RPG) and Sherlock Holmes—Consultant Detective. There are plenty of other titles in the pipeline, many of which are film titles.

Batman Returns and Terminator 2 are both being programmed for CD and will feature animated scenes from the movies along with speech and music. Also under production is a Star Trek: The Next Generation game, which will feature all the characters from the show (except perhaps Data—word has it that the actor who plays him isn't too keen on being in the game).

## SPEEDBALL II, XENON II-AND ABOUT TIME, TOO

No doubt there are loads of Megadrive players out there wondering what the hell has happened to all those Mirrorsoft releases which had the lid put on them after Cap'n Bob Maxwell took a dive and the company disappeared into Software Limbo. Sure, you can get US versions of Speedball II on import, but we want 'em officially!



Speedball 2 on its way at last.

Well, for a while it looked like Acclaim were going to be bring them out, but it turns out that smart futuresport Speedball II: Brutal Deluxe and that shiny shooter, Xenon II, will now be making an appearance under the Virgin label in August. Hurrah! Prices are yet to be set, but expect them to be in the region of £40.

## SEGA SHOW COMING SOON!

At last, Sega owners are getting a computer show of their own! The Official Sega Show will be held at Wembley Exhibition Centre in London from the 13th to the 15th of November. More than 40,000 visitors are expected to turn up to sample the delights of a gigantic Sega games arcade, BMX demos by world champions, virtual reality, karaoke, quasar light gun tournaments, a huge six-lane slot-car racing track, flight simulators and pole jousting (?). The organisers have roped in a load of celebs to keep things lively, and no doubt the MegaTech boys will all be mixed up in it somehow. Mark the page in that diary now!

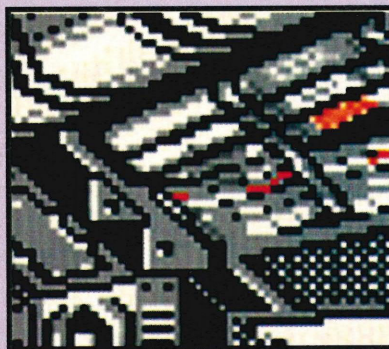
## DEVIL CRASH OUT OFFICIALLY!



Just a note to let you know that Tecnosoft's top pinball game, Devil Crash (MT rated 93% in issue one), is

coming out officially via Tengen. The game has been renamed Dragon's Fury, but Tengen have been wise enough to leave the gameplay unchanged. It's due out any time now, but at time of writing, price has not been fixed.

## SPOT THE SHOT AND WIN A FAB ELECTRONIC ARTS GAME!



Here's this month's snippet from a Megadrive game for you to ID. Those Megadrive stars at Electronic Arts are giving away an EA game to ten Megatech readers who name the game correctly. Send your guess on the back of a postcard or sealed-down envelope along with your name, address and your choice of EA game,

should your entry be pulled as a winner. The address for entries is **JULY SPOT THE SHOT, MEGATECH, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** This competition closes on 24th July. Thank you for your co-operation.





# look **Smart** with a **Megatech** **t-shirt**

To join the growing band of MegaTech T-shirt-wearing style-mongers, fill in the form below and send it to this address, including a cheque or postal order for £6.50, made payable to Emap Images Ltd. Please don't send cash and please allow 28 days for delivery.

**MegaTech Mega T-  
Shirt**

**Peterborough**

**Mailing**

**PO Box 300**

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**PE1 5TQ**



**ONLY £6.50 (inc p+p)**

**We** could claim that the Megatech T-shirt stops .303 bullets fired from a Lee Enfield rifle, but that wouldn't be true. So we won't.

**We** could claim that the Megatech T-shirt will make you more attractive to the opposite sex, but that couldn't be guaranteed in writing. So we won't.

**We** could claim that the Megatech T-shirt provides the wearer with the ability to fly through the use of psychokinesis, but strictly speaking, it doesn't. So we won't.

**What we** could honestly claim is that the Megatech T-shirt is a smart bit of gear which is good value for money and has a big skull on the front that ensures you don't look soft when you wear it in the street.



I'm not interested in being bullet-proof, attracting persons of the opposing gender or having superhuman psychic abilities, but I do fancy one of those smart MegaTech T-shirts with the big skull on the front. So send me one, and quick about it!

MY NAME.....

MY ADDRESS.....

.....

.....

Please send me.....T-shirt/s in MEDIUM/LARGE/XL (PLEASE STATE).....

I enclose a cheque or postal order for £6.50 per shirt.





**Thinking  
of buying a  
new joypad? Looking  
for something to  
keep those wayward  
carts under control?**

**With our bestest  
telephone voices  
we've been on the  
scrounge for  
Megadrive hardware,  
and a right bundle  
we've come up with.**

**We've given each of  
the peripherals a  
rating from one to  
five for Usefulness,  
Pose Factor and  
Value For Money.**

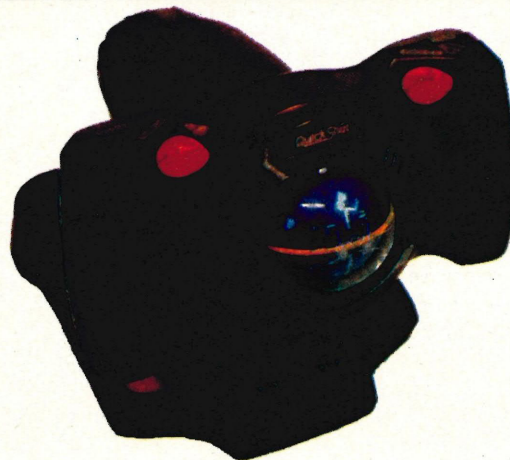
**If you like the look of  
these turn to the last  
page where you  
could win one of  
three exclusive  
MegaTech Add-on  
MegaPacks!**

**HARDWARE FEATURE**

# harc

## aviator

**FROM: QUICKSHOT  
PRICE £34.99**



The Aviator 3 from Quickshot makes quite a change from the conventional joypad. It's based around an aircraft yoke, with an A button either side at the back of the controller and the B and C buttons on the front. In the centre is an artificial horizon-style gadget that responds to the way the joystick is moved. It has two leads which can connect it to both the Megadrive's joypad ports simultaneously, and there's a switch on the front so instead of having to swap ports on a two player game you just have to flick a switch. There's also a slow motion mode and turbo-fire switches for the B and C buttons, which should take the sting out of some games.

This stick is quite pricey, but it works really well with games like F22 and Road Rash and the only real fault we found was that the suckers didn't quite stick to our desk well enough, and it kept coming away when we pulled back.

## intruder

**FROM: QUICKSHOT  
PRICE £29.99**



Alongside the Quickshot's Aviator is the Intruder, which is a micro-switched joystick based, not on an aircraft's yoke but a helicopter's. This one has the A button situated in the trigger guard, and B and C are covered by a flip-up plastic flap under the player's thumb—quite a nice touch, that. Pushing the handle in and out simulates pushing up and down on a joypad. At the side are two turbo-fire 'throttles' which increase the rate of fire the further forward they're pushed, and there's also a slow motion button. Like the Aviator the Intruder has two leads so you don't have to swap sockets on a two player game.

This is another good novelty stick which is surprisingly responsive and certainly enhances the enjoyment of games like Afterburner II and F-22 Interceptor (it even comes with a sheet of military-looking stickers). It does feel a bit flimsy, though, and you need a good, smooth surface to plant the suckers on to keep it from flying off the desk when you push forward and pull back on the handle.



# arcade power stick

**USEFULNESS**  
**POSE FACTOR**  
**VALUE FOR MONEY**



# remote joypads

**USEFULNESS**

**POSE FACTOR**

**VALUE FOR MONEY**

ports. Shove four AAA batteries (not included, unfortunately) into each pad and you'll have many hours of cable-free operation with a range of up to fifteen feet. The pads' operation is much the same as an ordinary joystick's, but they cannot transmit a signal saying 'the A, B and C buttons are all being pressed at the same time', which is occasionally a problem in a small number of

our AAA batteries (not unfortunately) into each pad. They have many hours of cable-free operation with a range of up to 100 feet. The pads' operation is as simple as an ordinary remote control, but they cannot transmit a signal by pressing the A, B and C buttons, which are all being pressed at the same time, which is occasionally a problem. A small number of users of the Monaco GP have complained that they have to press all three buttons to get the car through any tricky bits by slowing the action down.

# INFO! TURBO-FIRE

## INFO! SLOW MODE

A slow-mode switch works like a turbo-fire switch, but instead of simulating rapid presses on the fire buttons it simulates rapid presses on the start button to repeatedly pause and unpaue the game. This is supposed to help anyone with duff reflexes get through any tricky bits by slowing the action down.







# action replay pro

FROM: datel  
PRICE £39.99



This is the latest version of Dattel's smart little gadget which lets you fine-tune a game's playability to suit your taste. You plug it into the Megadrive's cartridge slot, then plug a game into it. Switch the machine on and you can enter codes that give infinite lives, level skips, infinite energy and extra weapons. The manual contains lists of codes for many top games, import and official, but you don't have to limit yourself to those.

This Professional model has a 'trainer' mode which allows you to work out your own codes for any game. Though this takes a bit of fiddling around, the manual describes the process in detail and it really does work. As if that wasn't enough, the Action Replay also acts as a converter for import games, ending those wrongly-shaped-cartridge blues.

Obviously, if you think cheating only spoils your enjoyment of a game, don't buy this cartridge, but otherwise you should find the Action Replay fun to use and very handy indeed.

## COMING SOON! THE MENACER

FROM SEGA  
PRICE: TBA



On it's way from the Sega development labs is the Menacer. This rather brutal sounding name belongs to a heavily suped-up light gun, that looks very strange indeed. According to Sega, the way The Menacer is constructed from three component pieces which can be taken apart and put back together, Man From Uncle-

style, in seven different configurations.

The unit will come with cartridge that features six different games. No price, or release date has been fixed yet, but it will probably appear this autumn, priced at around £50. Acclaim will be the first company to support it, building in a Menacer option on their forthcoming release of Terminator 2.

## THE GAME GENIE

FROM HORNBY/CODE MASTERS  
PRICE: £39.99



Codemasters' Game Genie is finally due for an official release, with Hornby as it's distributor. Like the Action Replay Pro (reviewed above), the Genie lets you 'tweak' a game to give you extra lives, energy or adjust any other parameters using codes of letters and numbers. The codes will be available from Hornby, and no doubt the various Sega mags will be printing codes

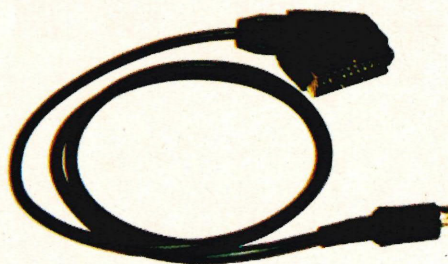
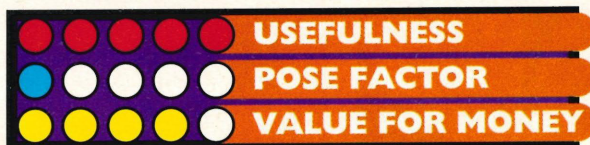
for all the latest games when the gadget comes out near Christmas.

## YOUR C TO S OF MEGADRIE ADD-ON CONTACTS...

**CONSOLE CONCEPTS** Unit 18, The Village, Newcastle under Lyme, Staffordshire, ST5 1QB. ☎ 0782 712759  
**DATTEL ELECTRONICS** Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent. ☎ 0782 744707  
**HORNBY HOBBIES** Westwood, Margate, Kent. ☎ 0843 225555  
**KMA ENGINEERING** Unit 12, Cotteswold Dairy, Newtown, Tewkesbury, GL20 8JE. ☎ 0684 296610  
**NUBY** ☎ 021 6253344  
**QUICKSHOT UK LTD** Bondwell House, Tarrif Road, London, N17. ☎ 081 3651993  
**SEGA** 16 Portland Road, London, W11. ☎ 071 7278070

# scart lead

FROM: sega  
PRICE £7.99



This cable hooks your Megadrive up to a SCART TV or monitor via its AV socket. The end result is better picture as the TV is receiving an RGB (red, green and blue) signal instead of the usual composite one. A cheap way to good quality pictures, and, apparently, Sega are producing an improved version, which might be worth waiting for.

## COMPETITION TIME!

We're giving away three MegaTech MegaPacks which will make your Megadrive right tarty-smart, and make you the envy of all your neighbours and devastatingly attractive to the opposite sex.

Each pack consists of a Megastand, an Intruder joystick, an Aviator Joystick, an Action Replay cartridge and a System Carry Case, collections worth over £200 each! And for five runners-up we've got five Quickshot Pythons to give away.

All you have to do to get your mitts on these prizes is to scrutinise the wondrous word-search puzzle below to find the eight Megadrive add-on-type words printed next to it. Just ring them, draw a line through the letters, or do whatever you usually do when solving this kind of puzzle, then when you've found all the words cut out the coupon (or a photocopy, we're not fussy) and send it to:

THE HARDWARE HORDE COMPETITION,  
MEGATECH,  
PRIORY COURT,  
30-32 FARRINGDON LANE,  
LONDON,  
EC1R 3AU.

All entries have to be in by 1st August. Any we receive after that will be found a home at our toilet-based recycling point.

### THE WORDS

ACTION  
AVIATOR  
CARRY  
CASE  
INTRUDER  
MEGASTAND  
PYTHON  
REPLAY

C	A	S	E	R	S	H	T	Y	P
E	M	G	A	E	P	R	R	Y	O
I	N	E	S	P	A	A	P	R	I
L	O	E	G	L	C	V	O	R	F
S	H	H	I	A	T	I	C	A	K
E	T	B	A	Y	S	A	C	C	K
I	Y	N	N	O	I	T	C	A	G
T	P	U	O	S	S	O	A	P	O
T	B	R	E	D	U	R	T	N	I
Y	Z	A	V	C	P	N	I	R	D

NAME.....

ADDRESS.....

.....

.....

.....

A big hearty, slap-on-the-back kind of thanks to Quickshot, KMA Engineering, Nuby and Dattel Electronics for furnishing the prizes in the competition.



HARDWARE FEATURE





# SPLATTERHOUSE

NEWS - SPLATTERHOUSE II

**PUBLISHER: SEGA**

**PRICE: £44.99**

**FORMAT: 8M-BIT ROM**

**DEVELOPERS: NAMCOT**

**OFFICIAL RELEASE: AUGUST**

## **Namco's Splatterhouse**

proved quite a popular coin-op when it materialised in British arcades four years ago. It was an unusual beat 'em up insofar as the hero, instead of being some ninja kid, was a hockey-masked Friday The 13th type on a mission to rid a haunted house of slimy, supernatural creeps.

Alas, this was never translated to the Megadrive, but Namcot have produced

an 8 mega-bit sequel especially for

Sega which is currently available from importers, and is soon to appear officially. Paul Glancey, using his supernatural precognitive previewing powers, investigates... cautiously.



## **THE STORY SO FAR...**

Life took a turn for the worse the day friendly American teenager, Rick, came across an abandoned hockey mask which somehow seemed to... call... to him. Without thinking, he put the mask on and suddenly he seemed to be seeing things through a red haze, and for some reason he wanted to rip the lungs out of everyone and everything he met. Even worse, he now keeps finding himself in haunted houses full of grotesque, slime-packed undead creatures which want to suck out his soul and drag it to eternal damnation in the underworld.

The truth of the matter is that the mask is possessed by an evil spirit which thrives on violent emotion. Luckily, whenever he's wearing the mask, Rick becomes supremely strong, so he's perfectly capable of smashing the zombies and ghouls back to their supernatural plane of origin. And he doesn't have to limit himself to using his fists and feet, because the mask gives him the power to use anything which readily comes to hand as a weapon. In Rick's hands, shotguns, garden shears, iron bars, bones are all suitable exorcism tools.



# HOUSE II

## AND NOW, PREPARE YOURSELF...

In this instalment of the Splatthorhouse saga, we find Rick free of the power of the mask, and though it still calls him, he has managed to resist—until now. Now he has no option but to succumb to its will, for his beautiful girlfriend has been kidnapped by a demon and only the mask can give him the power to fight his way through the screaming legions of undead surrounding its lair.

The girl is being held in a sewer beneath a ramshackle house on an island, and Rick has to make it through a graveyard, get into the house then get through an elevator, the house's basement and a sewer before he rescues her. Then, with the house falling down about his earholes, he has to escape with the girl and get back to dry land for a moonlight confrontation with the vile, virgin-stealing, hell-spawned demon.



This creature's guts burst open when it dies, spilling a noxious green gunge.

## GORE GALORE!

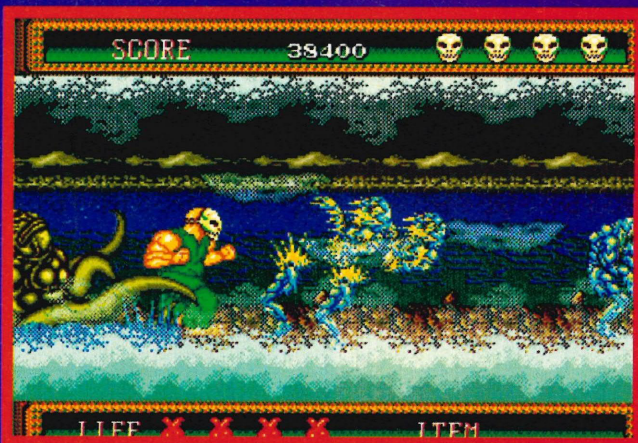
Part of the success of the Splatthorhouse coin-op was directly attributable to the game's gruesome graphics which took various splatter movies, such as The Evil Dead and Hell Raiser, as their inspiration. Of course, there's nothing in this game which merits the equivalent of an 18 certificate, but the zombies still explode into green slime when you belt them the crowbar, there are demonic, skinless babies on ropes, and eyeballs do, on occasion, explode. But, really, it's not that bad, and it probably won't turn players into psychopathic Satanists.



Mutilate the skinless-hanging babies with the chainsaw.



The zombie-chickens' heads can be collected and used as weapons.



This tentacular creature reappears in the penultimate level.

# WATCH OUT FOR THE FULL REVIEW NEXT MONTH!

NEWS - SPLATTERHOUSE II





Summer's finally here, and in true journalist style we were on the scrounge to the software companies in search of free drink. After getting on the blower to Sega and asking them if we could pay them a little visit, then take them and their expense accounts to the local pub where they could stand a 'round or five' of drinks (always orange juices and Cokes, of course, readers-Non-Alcoholic Ed), they came up with a better idea.

'How about we forget the drinks and do something for your readers instead?'. Seeing our free pints (of orange juice-Ed) disappearing, all we could offer was a rather puny 'What?'.

'Well, seeing as it's summer, how about we give away 20 copies and Taz Mania, and 20 T-shirts complete with button badges?'

'What an excellent idea, maybe we could talk about this over a pint of Boddington's?' (little known brand of bottled orange juice-Ed)

'No.'

So, we present, the Stone Cold Sober Mega-Taz Compo.

There will be 20 first prize winners who will receive a copy of Megadrive Taz Mania, an exclusive Taz 'Bad To The Bone' T-shirt and an equally exclusive (and rather smart) Taz Mania enamel badge. All you have to do to get your gnashers around these prizes is answer these three simple Warner Brothers-related questions.

# the FAN TAZ TIC

## SEGA SUMMER GIVEAWAY

### SEGA GIVE AWAY 20 SETS OF TAZ MANIA GOODIES! HOORAH!

- 1) Who was Bugs Bunny's moustachioed gun toting adversary?
  - a) Elmer Fudd
  - b) Daffy Duck
  - c) Yosemite Sam
- 2) Who was responsible for the voices of most of Warner Brothers' top characters?
  - a) Mel Blanc
  - b) Mel Gibson
  - c) Mel Brooks
- 3) Which character caught the Tasmanian Devil by singing Moonlight Bay? Best work this one out by a process of elimination.
  - a) Yosemite Sam
  - b) Daffy Duck
  - c) Sylvester
- a) They produced the cartoons which featured the Tasmanian Devil, as well as the new Taz Mania TV show on which the game is based.
- b) They produced 'Sesame Street Presents Follow That Bird' which is one of the editor's favourite films, and the people at Warner Brothers promised to let us into a preview screening of Batman Returns if we just got their name into the magazine somehow.
- c) It was all we could think of to fill the space.

**Jot your answers down on a postcard and send them to: The Stone Cold Sober Sega Giveaway, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

**Of course, any entries accidentally attached to a can of draught Guinness will be treated in exactly the same way as the others, after all alcohol is evil and we would never have anything to do with it anyway, ever. The closing date is the 21st of August, so get cracking.**





T A Z M A N I A C O M P O





**As** you may have noticed, Sega are the official video games sponsor of the England XI in Sweden this summer, eerily enough coinciding with the release of the official UEFA Sega game on the Master System. Each member of the squad will also be presented with a fine Game Gear to practice their footie skills upon.

**GARY SAYS:** "I've played the World Cup on Sega's World Cup Italia '90 game and now I'm training for the European Championship in Sweden and the new Sega Champions of Europe game - Sega helps me get in shape for the real thing."

**GRAHAM:** "Cough. Ahem."

## SEGA SPORTS CHALLENGE FOR SCHOOLS

Sega are hosting the "greatest inter-school sports challenge to ever grace UK turf". Sixty four schools nationwide who couldn't resist the lure of such an awe-inspiring statement are to compete in athletics, soccer,

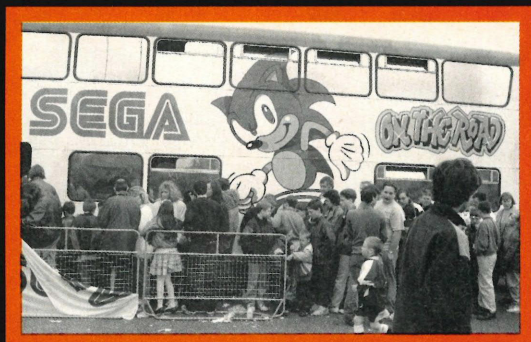
tennis, hockey and softball events. The challenge will take place throughout June and July. The grand final is scheduled to take place on Friday 17th July, no doubt with thousands in attendance, and prizes worth £5,000 will be on offer, in the form of specially tailored sports kits for each school's teams.

# SEGA





## ON THE BUSES



The Sega buses will be on the road again this month as part of a local radio promotion and to support the Sega Schools Sports Challenge, so you can get on board, play your favourite games and wig out to some top sounds or run a marathon at the same time. The timetable runs as follows:

### THE NUMBER ONE BUS JULY

2 University of East Anglia, Norwich  
4-5 Tattan Park  
6 Leeds Polytechnic  
7 Loughborough University  
10 Robin Park, Wigan  
11-12 Corby  
16-18 Kent County Show  
19 Evening Standard Free Day, Brands Hatch  
21-23 Camelot theme park.  
24-26 Royal Lancs Show, Chorley  
28-30 Butlins Pwllheli

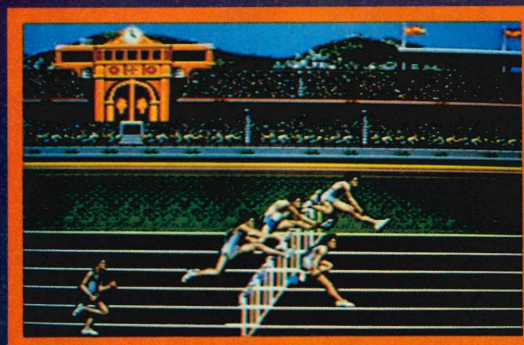
### THE NUMBER TWO BUS JULY

2 University of East Anglia, Norwich  
4-5 Power FM, Southampton  
11-12 Kiss FM Radio Roadshow  
17 Robin Park, Wigan  
18-19 Cosford Int. Model Railway  
20-22 American Adventure theme park  
24-26 St Helens Show  
28 Blue Dolphin Camp, N Yorks  
29 Cayton Bay holiday camp, N Yorks  
30 Primrose Valley holiday camp, N Yorks

### THE NUMBER THREE BUS JULY

3 Silkworth Sports Complex, Sunderland  
4-5 The Pulse Rose Carnival  
6 Leeds Polytechnic  
7 Loughborough University  
10 Robin Park, Wigan  
11-12 Metro FM, the Durham Show  
17 Robin Park, Wigan  
18-19 Lambeth County Fair  
21-23 East of England Show, Peterborough  
25-26 London Festival of Football  
28-30 Chessington World of Adventures

# 101 GREAT SPORTING MOMENTS

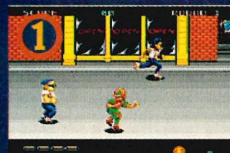


**In keeping** with their sporty summer image, Sega are backing up their sponsorship frenzy with a multitude of sporting games for gamers who can't really be bothered to run around in shorts. Of course there is Olympic Gold, which is

reviewed elsewhere in this issue. Other titles soon to be reaching the MD include the very promising EA Hockey 2, David Robinson's Supreme Court Basketball, Rugby, Wrestlemania (although that's not much of a sport is it?), Super Kick Off (hooray) and the golfing treble of Putt and Putter Golf, World Class Leaderboard and World Tournament Golf. These should allow you to relive all the great sporting moments of this year, although the trousers in the golf games may be somewhat tamer.



## it's time for the megadrive top 20!



- 1 ★ DJ Boy
- 2 1 Desert Strike
- 3 3 Sonic The Hedgehog
- 4 2 Joe Montana II
- 5 4 Quackshot
- 6 ★ Olympic Gold
- 7 7 Road Rash
- 8 10 EA Hockey
- 9 15 Pitfighter
- 10 7 Streets of Rage
- 11 8 Toe Jam and Earl
- 12 18 Strider
- 13 19 Super Hydride
- 14 12 John Madden '92
- 15 9 Pga Tour Golf
- 16 5 Robocod
- 17 17 Toki
- 18 19 Kid Chameleon
- 19 14 Moonwalker
- 20 11 Spiderman





# 'NUFF NOIZE AT THE SEGA CAPITAL RADIO ROADSHOW

Sega Europe and Capital FM got the summer off to a groove-mongous start with a truly record-breaking Roadshow series. Crowds of nearly 42,000 flocked to experience the combination of top "pop music" sounds and fab games, doubling figures from 1990s event, and the whole thing was broadcast live to an audience of about 2 million around the London area.



THE CROWD GOES WILD AT CRYSTAL PALACE!



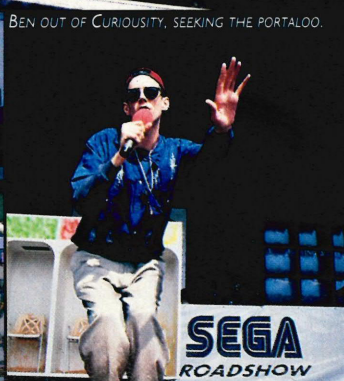
THE GROOVY 2 UNLIMITED WHIPPING THE CROWD INTO A FRENZY!



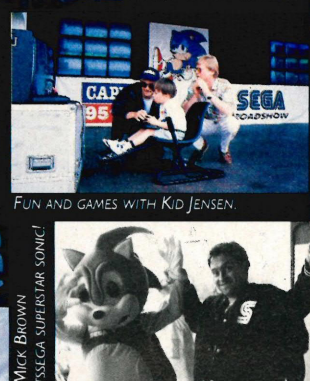
WELL, IF IT ISN'T OCEANIC!



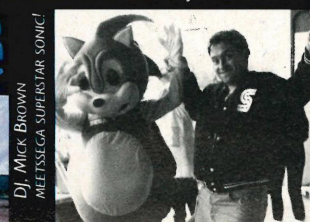
TOP SEGA MAN, PHIL LEY, CUDDLES UP TO GURU OF MUSIC AND HAIR, STYLES, PAT SHARP



BEN OUT OF CURIOSITY, SEEKING THE PORTALOO.



FUN AND GAMES WITH KID JENSEN.



DJ MICK BROWN MEETS SEGA SUPERSTAR SONIC!



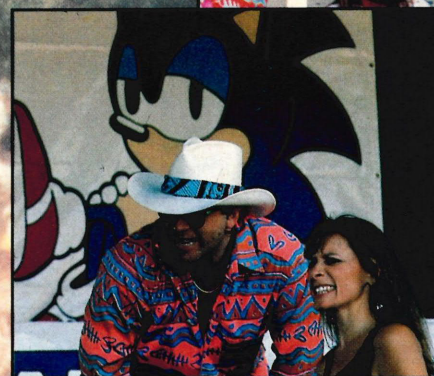
## Four venues around London

staged the Roadshows on four Sundays throughout May. These were Lea Valley Park, Waltham Abbey; Crystal Palace Park; Central Park, Dagenham and the Old Deer Park in Richmond. That mix of hot, sunny weather and the top star line-ups awaiting potential Roadshow goers pulled huge crowds. Much screaming, fainting and worshipping of acts such as Take That, Curiosity (no longer Curiosity Killed the Cat, o' course), Rozalla and bleep kings 2 Unlimited was in evidence (except without the fainting).

Hailed as "the Woodstock of the 90s" by this journalist, the Roadshows were hosted by the dynamic Capital FM duo of Mick Brown (also out of Pat & Mick) and Neil Fox who maintained the madcap atmosphere live on air each Sunday. The lads were joined by David "Kid" Jensen, Pat Sharp (the other one out of Pat & Mick) and various Capital FM DJs. The Sega buses were out in force, and these, plus a steady stream of on-stage challenges, helped keep the games-hungry public satisfied, as well as providing the opportunity for top players to win the latest Sega titles, Megadrives and other Sega gear.

Mick Brown himself was heard to say of the event "The Roadshows were, without a doubt, out of the four sets of Roadshows I have been involved with in the last five years, the greatest fun. It was nice the way our sponsors supported us in their own way, turned up at every show and even let one of their Directors be gunged!" Philip Ley, Marketing Director for Sega Europe said "The Capital/Sega promotion was one of the most enjoyable and successful activities we have ever been involved in. Hot weather, hot games, hot rockin'!" Presumably his comments about gunge and the death of several DJs were lost in the ensuing euphoria.

And at the end of it all, top radio funster Pat Sharp recieved a horrific gunging. Oh dear. How sad.



## DJ BOY OFFICIAL NEWS



The funsome beat 'em up arcade game of yore, DJ Boy, has finally made it into the shops as an official release. The game stars you as DJ Boy, a radical skate dude (well, roller skate dude actually) who is recognised as the Roller Games champion. DJ is on his way to Cigaretch City (which presumably has something of a problem with smog) to compete in the Roller Games championships. Unfortunately, the Bad Boyz roller team (Boo! Hiss!), especially their maniacal leader l B Kool, would rather have all the lovely Roller Games' prize money to themselves, and as such set about poor DJ all along his journey to Cigaretch.

DJ Boy is quite a merry beat 'em up, especially with the added novelty of being played at high speed on roller skates and is a decent enough challenge on HARD difficulty setting. Check it out if skate central is where you're at (er...quite).





# MEGA MAIL

## Welcome True Believers!

As I write this it's nearly deadline day and we're running late. It's also nearly lunchtime, and my stomach is grumbling. My World Time Thermometer watch says the temperature in the office is about 29° which is simply too hot. Jeff Zie's Apple Macintosh has broken down, so he's swearing loudly and attacking it with an iron crow-bar to 'teach it a lesson it won't forget' and to complete the ambience, Mean Machines' famous artist bloke, Gary Harrod, is playing one of his Death Metal CDs entitled, I think, 'Screamalonga Satan'.

These, I have to tell you, are not ideal conditions to be hosting the vivacious and controversial 'bull-pen' of ideas and opinions that is MegaMail. But hey, I'm a professional, I can cope.

All I need is a decent supply of letters, so send your thoughts to me at MEGAMAIL, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. As of next month, I'll be giving away a très tasty MegaTech T-shirt to the sender of the best letter of the month, so be sure and put your full address and shirt size on the letter just in case.

Excelsior till next time!

Schtan-Lee-  
Paul Glancey

## RAGING FURY

Dear MegaTech,

I would like to know why you gave Streets of Rage more than 90%. My brother and I think it's a total waste of money!

Within the first evening after we purchased it we completed it on our first credits and are now trying to get rid of it. Every friend who has played on it also shares the same feelings.

In 30 minutes of playing it we got dead bored with it. So why the hell did it get such a high rating?

Yours so confused,

**ANDREW POGMORE,  
BIGGLESWADE,  
BEDFORDSHIRE**

**It got a high rating simply because we think it's the best beat 'em up on the Megadrive. It's got superb graphics and sound, and it's great fun to play, especially with two players. The reason you and all your friends find it so boring is a mystery to us-maybe you could write back and give us the facts. In the meantime, does anyone else think we got it wrong with Streets of Rage?**

## SONIC PRECIPITATION DISCREPANCY

Dear MegaTech,

I know where the winter stage is that Joe Hollingsworth (MT 4) was looking for. On Act 3 of the Green Hill Zone keep going till you come to a wall, take a run up at it and spin through it. In it there is snow falling and six monitors, five of which are rings and one of which is an extra life.

**JONATHAN MORGAN,  
MONKS KIRBY(?)**

**You're a silly sausage and no mistake Jonathan. That's not snow,**

**it's water which is falling down the screen from the waterfall above Sonic's head. You're right about the monitors, though, so it's not as if your a complete waste of space.**

## HURRAH FOR THE HELPLINE HEROES

Dear MegaTech,

I would just like to say that your idea to start a Helpline Hero section was brilliant. I wrote to Asif Akhtar to ask for help on Revenge of Shinobi's level 8-2 (the cellar maze) and I received a very big envelope which was about 2 cm thick. When I opened it I found loads of excellent information, including a step-by-step guide, a map, eight cheats and loads of tips. There was also instructions on how to kill Neo Zeed which I didn't even ask for! So I would just like to say a very big THANKS to Asif Akhtar!

**JULIA ASHTON**

**And so you have. Nice one, Asif!**

## TRANSCONTINENTAL COST-CUTTING EXERCISE

Dear MegaTech,

One of my friends reckons that Sega Megadrive games are cheaper on the other side of the Atlantic. Can you tell me if this is true, because I know someone over there who could then get them cheaper for me.

**PETER RUSHTON, BATH**

**Yep, games are cheaper in the USA. New releases tend to be priced at around \$75, but according to Jaz (who knows about these things) toy stores such as Toys 'R' Us sell games at knock-down prices about a month after they're released, so you can pick up some real bargains. Remember, though, that most new titles will have anti-use-in-other-countries**

**protection so, y'know, don't get too excited.**

## DOES A CHEAT HARM A GAME?

Dear MegaTech,

Does a cheat harm a game? About two months ago I got my Megadrive with Sonic. I heard about the level select cheat (the one where you press up, down, left, right, A and start) and tried it. Three weeks later my brother turned on Sonic but all we got was a blank white screen. We took the game back to Boots and got a new one. Was it the cheat that broke the game? Why are cheats like level selects put into games and who discovers all these cheats anyway?

**JON BULL, BATH**

PS In issue 5 there is a review of Two Crude Dudes. There is an Alternatively box with Streets of Rage in but the picture is nothing like Streets of Rage. The graphics are far too big. So what game is it, as it looks quite good.

**Don't worry, Jon, cheats do not damage a game because the program is physically burned into the chips on the cartridge, so nothing you can do with your joypad can damage it. Cheats are sometimes programmers' bug-tests which were never removed, though I think they usually leave them in just to give the punters something to discover when they think they've seen the whole game. I'm not sure where they all come from, but many of them appear in Japanese magazines first, so I assume the programmers are leak them out. The rest players just find out for themselves.**

Yeah, sorry about the Alternatively pics. The person responsible has been thrashed within an inch of his life and will not do it again. The game in question





was **Street Smart**, which is, I'm sad to say, a bit crappy.

## THE PRICE IS NOT RIGHT

Dear MegaTech,

I write this letter with regard to Sega's price increases.

When I spy a title such as **Buck Rogers** in the shops I don't want to be stopped in my tracks by the price tag! Fifty quid is just too much for a 15-year-old kid who makes about £10 a week.

Most titles are about forty quid now which is reasonably acceptable. However, I have noticed that the new titles such as **Pit-Fighter** and **Desert Strike** are retailing for about £45 and £50! These are nearly as bad as Nindendork's prices.

As I understand it Sega must still make a large profit even after the increased production costs of 8 megabit technology. All I am saying is that this price should be decreased to about forty quid. This would be better in the long run as it wouldn't send potential buyers running for cover.

**BEN LEK, OTHER SIDE OF THE COUNTRY**

**You know, Ben,** sometimes I like to lie on my back in a field on a sunny day, listening to blackbirds singing and the gentle thrumming of a distant aircraft engine and dreaming of how much better life would be if everything was cheaper. I must say I don't think it's outrageous to ask for a £40 ceiling on the price of Megadrive games, after all, it would make Megadrive gaming a much more accessible hobby (especially for those who aren't lucky enough to have a spare tenner every week) which would probably spell happy faces all round. I suppose Sega are making an effort with their £20 range, but it's just a shame that all those games are a bit duff. I expect as time goes by we'll see some better back-catalogue stuff, but until then...

## COSMIC RAY

Dear Sir,

Though not by nature a moaner, I feel I must protest about the treatment of my F-22 tips in your April issue.

Though not as useful as a set of codes for **Super Monaco GP**, I can't help but feel that my advice was worth more than being labelled as 'pretty hopeless' and 'strange', and the whole thing being put under the title of 'weird'.

Due to your attitude, I regret to have to inform you that I have decided to send my tips for **Robocod** to a rival publication. Despite all of this I wish you the best.

**RAY FAWCETT, PENTHOUSE SUITE, THE ZIGGURAT, ANCIENT CITY OF UR, BABYLON**

**Sorry** if we upset you, Ray. Would it help if I said your typing was very nice?

## SNOOKER LOOPY, ETC

Dear MegaTech,

I would like to know if there is a snooker game coming out on the Megadrive (eg **Jimmy White's Whirlwind Snooker**), and if so when?

**MICHAEL JARRETT, SWANLEY, KENT**

**Good question,** Michael. I know it's a good question because I've had quite a few letters this month asking exactly the same thing. I've recently seen a picture of what looked like a Megadrive pool game which is being released in Japan, but there's no news of an honest-to-God snooker simulation, and Virgin haven't mentioned any plans to release the aforementioned **Jimmy White** game on Megadrive. Perhaps that should be the next one on the list, eh, Virgin?

## MICKEY VS MINNSY

Dear MegaTech,

I think that Neal Minns should take a trip to the opticians. Not only is **Mickey Mouse** a highly addictive game, this sound is not in the least bit childish. Would you like the **Streets of Rage** music in the game instead? I don't think it would fit in, do you?

And another thing, the graphics are not 'naff' as Neal put them. I think **Mickey Mouse** is well worth 93% (maybe more).

Oh yes, Neal, how can you think **Sonic** is better than **Mickey Mouse**? **Sonic** is a boring, unaddictive piece of

there's more!



MEGAMAIL





crap.

In answer to Neal's question, 'Why did it get a high score?', I'd say, 'It got a high score because it's a brilliant, amazing game.'

## AN OUTRAGED MICKEY MOUSE OWNER

Dear MegaTech,

I think that Neal Minns from Burton on Trent must be some kind of sad, demented child of an alien pervert. Whoever could say that the graphics on Mickey Mouse were 'naff' must be some kind of idiot. And then to go and give it 40%!!! He must be so blind he was reading the screen by braille! It is obvious that Mickey Mouse (we are talking about Castle of Illusion here, not Fantasia, I hope) is a very well finished, quality game. I think it is highly addictive and the only flaw is that it is too easy. So Neal Minns, you can stick your Sonic (which I would give 80% max) up your incredibly swollen and bloated ass and go see a psychiatrist.

**SIMON TRUPPICK, WELLS**

PS I would give Mickey Mouse 95%

**Boys! Boys!** I appreciate your support, but you should really learn to tolerate other people's opinions without calling them sad, demented children of an alien pervert. I mean, like, you know, 'Is this fascism I see budding before my eyes?' is the question I'm asking myself. 'Is this how Nazi Germany started?' is the other question I'm asking myself. And of course, 'Is this being blown all out of proportion?' is the final question.

## NOT THAT OLD CHESTNUT

Dear MegaTech,

Since getting a Megadrive I have noticed that the it gets a lot of abuse from other 16 bit owners and that this worries some Megadrive owners. I would like to point out a few things to anybody having second thoughts about buying their Megadrive:

1. The Megadrive is better than the Amiga because, while having a smaller palette the Megadrive is faster (notice the way Amiga Madden's slows down when there's lots on screen) and it's the speed and smoothness of a game that helps make it enjoyable not the amount of colours on screen.

2. The Megadrive may be technically inferior to the SNES but the MD has

a larger games library and because the MD is bigger than the SNES in The States, American companies like EA and Tengen will release more games for it.

And now a couple of questions.

1. In issue one you said that UbiSoft were planning to release lots of import games in Britain. Have they? Because I haven't seen any, and if they haven't, will they?

2. Any news on a PAL version of Rolling Thunder 2?

**MATTHEW LEWIS, NO KNOWN ADDRESS**

## This 'Megadrive is better than Amiga/Super NES'

**business is such a pointless argument I can't believe people still get so upset that they feel they have to write to magazines about it. In fact, I don't know why I even bothered to print your letter, but no, I've made my bed and I'll have to lie in it. In response to your points:**

1. Yeah, so what?

2. Yeah, so what?

The simple truth is, the Megadrive is an excellent console. It plays lots of great games, it's not horribly expensive and it even looks quite stylish, so what else matters? Now that I've got that off my chest, I'll answer your questions.

1. Something seems to have gone wrong with the UbiSoft deal, so their plans to bring in RenoVation and Micronet stuff have been shelved.

2. Not as yet I'm afraid.

## DECISIONS, DECISIONS...

Dear MegaTech,

Three weeks ago was my birthday and I got a Megadrive with Sonic and three other games. Since then I have completed all four games and now I am stuck on what I should get next. Do you think I should get Wonderboy 3, Speedball 2, Sword of Vermillion, Phantasy Star III, E-SWAT, Kid Chameleon or Two Crude Dudes. I really want a good, deep, playable two-player game with a bit of challenge.

**DAVID TUTTLE, NORTH WALSHAM**

**Quite complicated, this.** Of the games you've mentioned only Speedball 2 and Two Crude Dudes are two-player games, and of those two Speedball 2 provides the most action in the long-term, though at the moment it's only available on import. Wonderboy 3, Sword of Vermillion and Phantasy Star III are all very deep games which take ages to finish, though I think Phantasy Star III is best left to veteran role-players. Is that any help?

## JIGGERY PUCKERY

Dear MegaTech,

I was playing EA Hockey with my friend when, at the end of the third fight this came on the screen:

LEGAL INSTRUCTION:

000088481SE

0000884843

What does all this mean?

Anyway, after that I turned my Megadrive off for about 30 seconds, then switched on and started playing again. This time I was beating my friend 3-0 and when I scored my third goal this happened:

LEGAL INSTRUCTION:

0000884843

000088481SE

Should I take the game back? Is my Megadrive faulty?

**JOHN PAUL COURTNEY, LEEDS**

**I think** the game just doesn't like your Megadrive. For some reason, the program is being interrupted by a combination of events which makes it display these numbers, which look like programmers' checks. It's not unknown for some official British games to lock up when they're running on Japanese Megadrives. Are you running an imported cartridge on an official machine or vice versa? If not, and none of your other games are behaving strangely (which might indicate a dodgy Megadrive), your best course of action is to take the cartridge back to the shop, explain your problem and ask them very nicely to exchange it for another game.

## TERMINALLY DEPRESSED



Hard as nails or soft as Paul's cuddly Muttley?

Dear MegaTech

I am feeling depressed over Terminator. I collect CVG and Mean Machines, and CVG said it was really hard and you said it is very easy. Also, they gave it 91% and you gave it 60%. Please get me out of this depression as I don't know whether to buy it or not.

**STUART WARD, READING**

**We have had quite a number of queries** from people wondering how we could give The Terminator such a low mark when it did so well in other mags. Of course, it's a well-known fact that it's all down to personal opinions, and we told you ours in the review last month. While Mark and myself were impressed by Terminator's graphics and sound, we were both amazed at how quickly we were able to complete it. We are aware that a lot of Megadrive players get very cheesed off with games which cost £40 and take under a week to complete, and Terminator took us much less than an hour! As Terminator fans, we were also disappointed that a licence with such a great deal of potential was turned into a game consisting of one good platform level followed by three rather unexciting ones. Surely there were some other scenes in the film (perhaps one of the car chases?) which would have made good game elements?

Sorry if this hasn't relieved your depression, Stuart, but that's what we thought of the game. I'd be interested to hear from anyone who has actually bought The Terminator. Do you think we were correct to give it 60%? Or is it worth 92%?



# we're asking the questions!

1. NAME.....

2. ADDRESS.....

3. AGE.....

4. ARE YOU

- ☐ Male?
- ☐ Female?

5. ARE YOU

- ☐ At school/college?
- ☐ In university/polytechnic?
- ☐ In full-time/part-time work?
- ☐ Not employed?

6. WHICH COMPUTERS OR CONSOLES DO YOU OWN?

- ☐ Megadrive
- ☐ Super Nintendo/Super Famicom
- ☐ Sega Master System
- ☐ Nintendo Entertainment System
- ☐ Game Boy
- ☐ Game Gear
- ☐ Commodore Amiga
- ☐ Atari ST
- ☐ IBM PC/Compatible
- ☐ Commodore 64
- ☐ Amstrad CPC
- ☐ Spectrum

7. DO YOU INTEND TO BUY ANY OF THE ABOVE MACHINES IN THE NEXT SIX MONTHS OR SO, AND IF SO, WHICH?

8. HOW INTERESTED ARE YOU IN SEGA'S MEGA-CD AND WONDERMEGA?

- ☐ Very interested
- ☐ Take it or leave it
- ☐ Not at all

9. HOW MUCH DO YOU SPEND ON MEGADRIVE GAMES PER MONTH?

- ☐ Less than £20 (ie you don't always buy a game every month)?
- ☐ Between £20 and £40?
- ☐ Between £41 and £60?
- ☐ More than £61?

10. HOW OFTEN DO YOU REPLACE YOUR JOYSTICK OR JOYPAD?

- ☐ Every other month?
- ☐ Every six months or so?
- ☐ Yearly?
- ☐ Never?

11. HOW OFTEN DO YOU BUY IMPORTED AMERICAN OR JAPANESE SOFTWARE?

- ☐ Always
- ☐ Now and again
- ☐ Never

12. WOULD YOU PREFER TO BUY OFFICIAL UK SOFTWARE?

- ☐ Yes
- ☐ No
- ☐ Don't mind

13. WHERE DO YOU BUY YOUR GAMES FROM?

- ☐ Mail order supplier
- ☐ Local retailer
- ☐ Chain store (eg Dixons, Virgin, Toys 'R' Us)

14. DO YOU EVER FIND IT DIFFICULT TO GET HOLD OF THE OFFICIAL GAMES YOU WANT?

- ☐ Always
- ☐ Sometimes
- ☐ Never

15. WHEN YOU'RE THINKING OF BUYING A MEGADRIVE GAME, WHAT INFLUENCES YOUR DECISION MOST OF ALL?

- ☐ Friend's recommendation
- ☐ Good review in MegaTech
- ☐ Seen it advertised
- ☐ Licence of favourite film or coin-op

16. HOW MANY OF THE FIRST SIX ISSUES OF MEGATECH HAVE YOU BOUGHT?

17. HOW MANY OTHER PEOPLE USUALLY READ YOUR COPY OF MEGATECH?

- ☐ 0
- ☐ 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ More than four

But you could be **WINNING** the **TEN MEGADRIVE GAMES** of your choice!

Yes, we know it's only seven months since we printed our last reader's survey, but let's face it, the magazine has changed a bit since then and so has the wonderful world of Megadrive. We want your thoughts on both so that we can contribute to making the world a happier place, and we're prepared to bribe you into helping. For one lucky MegaTech reader ticking these boxes and filling in the dotted lines will result in them winning the ten Megadrive games they've always wanted! So what is it that you are waiting for?



QUESTIONNAIRE





**18. WHICH OF THESE OTHER MAGAZINES DO YOU BUY REGULARLY, AND HOW WOULD YOU RATE THEM ON A SCALE OF 1 TO 10 (1=awful, 10=excellent)?**

- ☐ Mean Machines
- ☐ Computer and Video Games
- ☐ Sega Pro
- ☐ Sega Force
- ☐ Sega Power
- ☐ Game Zone
- ☐ Zero

**19. ON A SCALE OF 1 TO 10 HOW WOULD YOU RATE THESE MEGATECH FEATURES? (1=awful, 10=excellent)**

- ☐ Cover
- ☐ Contents
- ☐ News
- ☐ Preview features (eg Wondermega, Thunderforce IV, Splatterhouse 2)
- ☐ MegaMail
- ☐ Reviews
- ☐ Technique Zone
- ☐ Hyper Technique Zone
- ☐ Helpline
- ☐ Hyper Players
- ☐ Game Index

**20. IS THE TEXT IN THE REVIEWS...**

- ☐ Too long?
- ☐ Too short?
- ☐ Just right?

**21. DO YOU FIND YOU AGREE WITH THE MEGATECH RATINGS?**

- ☐ Always
- ☐ Sometimes
- ☐ Never

**22. DO YOU THINK WE USE ENOUGH SCREENSHOTS?**

- ☐ Yes
- ☐ No
- ☐ Too many

**23. CAN YOU THINK OF A FEATURE, REGULAR OR OTHERWISE, THAT WE COULD PRINT TO MAKE MEGATECH EVEN BETTER?**

.....

.....

**24. WHAT WOULD YOU LIKE TO SEE AS A FREE GIFT ON THE FRONT COVER OF MEGATECH (APART FROM GAME CARTRIDGES)?**

.....

.....

**26. DO YOU EVER CALL THE 0898 OFFER LINES IN MEGATECH?**

- ☐ Every month
- ☐ Sometimes
- ☐ Never

**27. ON A SCALE OF 1 TO 10 HOW DO YOU RATE SEGA'S UPDATE PAGES WHICH HAVE APPEARED IN RECENT ISSUES OF MEGATECH? (1=awful, 10=excellent)**

.....

**28. ON A SCALE OF 1 TO 10 HOW DO YOU RATE SEGA'S MEGADRIVE ADVERTISING? (1=awful, 10=excellent)**

.....

**29. DO YOU THINK YOU SEE MORE NINTENDO ADVERTISING THAN SEGA ADVERTISING ON TV?**

- ☐ Yes
- ☐ No
- ☐ About equal

**30. WHOSE TELEVISION ADVERTS DO YOU THINK ARE BETTER?**

- ☐ Sega's
- ☐ Nintendo's
- ☐ Both as good as each others
- ☐ Don't know

**31. PLEASE NUMBER THE FOLLOWING IN ORDER OF THE AMOUNT OF MONEY YOU SPEND ON EACH ONE. (1=most, 6=least)**

- ☐ Records/CDs/cassettes
- ☐ Buying videos (as opposed to hiring them)
- ☐ Sweets and crisps
- ☐ Clothes/shoes
- ☐ Comics/magazines
- ☐ Playing games in amusement arcades

**32. PLEASE NUMBER THE FOLLOWING IN ORDER OF THE AMOUNT OF TIME YOU SPEND DOING EACH ONE. (1=most, 7=least)**

- ☐ Watch TV
- ☐ Go to the cinema
- ☐ Hire videos
- ☐ Go shopping
- ☐ Go to concerts
- ☐ Play sports
- ☐ Read books

**IF I SHOULD BE SO LUCKY (LUCKY, LUCKY, LUCKY) TO HAVE MY QUESTIONNAIRE PULLED OUT OF THE MAGIC BAG, THE TEN GAMES I WOULD LIKE ARE (please list):**

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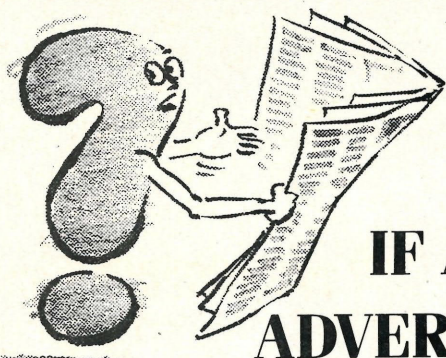
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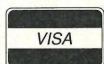
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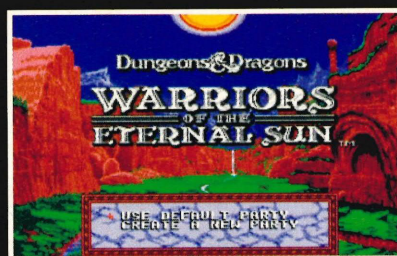
PRICE: £59.99

PLAYERS: 1

GAME TYPE: RPG

CONTINUES: BATTERY SAVE

SKILL SETTINGS: 0



**F**ate can be cruel at times. One moment Duke Hector Barrick's castle is under attack from a horde of vicious goblins, the next it's been spirited away to safety. Only, no-one in the castle knows quite where 'safety' is.

The view from the castle is of a strange land surrounded by high cliffs, with a gigantic sun blazing in the sky. There's no apparent way out of this valley, which is inhabited by all kinds of strange creatures and, worst of all, a tribe of ferocious beastmen. With the castle's guard patrolling the walls 24 hours a day, the Duke has turned to your band of amateur adventurers to go forth from the fortress to find out just where the hell they are.

Unlike many other RPG's which are loosely based around the original Dungeons and Dragons worlds and play systems, this is actually a licence of the game itself, and those familiar with the original will recognise many of the spells and character types that feature in this game.

# WARRIORS OF THE ETERNAL SUN

## MOVIN' RIGHT ALONG



ALL HANDS ARE NEEDED TO DEFEAT THIS VICIOUS HYDRA.

**The control system** is surprisingly uncomplicated. The four members of the party are shown on the right side of the screen along with their hit-points and objects they're carrying. Pressing C switches between members of the group and A and B makes them use any objects they're carrying in their left and right hands respectively. To select an object you first have to go to the character's inventory screen,

then assign what hand they have to hold it in. Shields, armour, gloves and other adornments are worn automatically, but special abilities such as spells have to be assigned to a particular hand before being used.

The game is viewed top-down when the party's outside. Whoever's first on the roster leads the party, with the other three following close behind. When you encounter a hostile creature the game switches to combat mode. The characters are now moved in turns, and if you press A or B a cursor appears, which is used to pick out a nearby enemy, and if they're close enough your character will use the currently selected item or spell on the selected target.

When the party enters a dungeon or other complex, the view changes to first person perspective, so it's as if you're looking through the eyes of the lead character. Any items you come across are automatically picked up by a character who can use them. Combat works in the same way it does outdoors, only this time the characters don't have to move to attack a target.



THE SECOND WORLD PROVES FAR MORE TESTING, SO YOU NEED TO KEEP PLENTY OF MAGIC HANDY.



THERE'S NO ROOM TO ESCAPE IN THE 3D DUNGEONS. FIGHTING'S THE ONLY WAY OUT.





# BUILDING CHARACTERS

**There's a preset party** of adventurers which is made up of a cleric, a fighter, a magic user and a thief. If you don't like the look of them you can always create your own characters.

First you have to pick the race, then roll the computer dice to determine their performance. A character's abilities are made up from a number of attributes including strength, intelligence, constitution and dexterity. These have values from 3 to 18, the higher being the better. If you're not happy with the points-spread of your character you can re-roll them until you get what you want.

A character's energy is shown in hit-points. These decrease as they take damage, with zero meaning death. This doesn't spell the end though. Pay a visit to the castle's temple and the priest will cure all the party's wounds and bring dead characters back to life.



THERE ARE MALE AND FEMALE VERSIONS OF EACH CHARACTER, ALTHOUGH THE ONLY DIFFERENCE IS THE PICTURE.

## CLERIC

These priestly types can cast healing spells, reduce undead creatures to dust as well as inflict fear and poison on their enemies. Unfortunately they can't use any edged weapons, but they can wear most types of armour and use crushing weapons like maces.

## FIGHTER

No special abilities, but they can wear any type of armour and use virtually all classes of weapons, making them as hard as nails and invaluable in a fight. Stats can be concentrated on strength, agility and constitution, which provide extra hit points and attack bonuses.

## MAGIC USER

Though pretty feeble at the start of the game (they can't wear armour or use weapons other than staves or daggers) wizards with a bit of experience are the H-bombs of the D&D world. They can blast their opponents with fireballs, summon up lightning, send their adversaries to sleep and cast powerful shield spells.

## THIEF

Like wizards, thieves have only limited abilities with weapons, only capable of using daggers and wearing leather armour. That's no disadvantage to a character who spends most of their time hiding in corners though, a well concealed thief won't be noticed until he springs, dagger-first at, an enemy's back.

## ELF

Elves are very intelligent, and quite strong. They have limited magic abilities which allow them to cast low-level wizard spells. In addition they can also use a variety of weapons, which makes them quite formidable characters.

## HALFLING

Dwarves are small, halflings are tiny. Just topping four foot, halflings are naturally agile, and always have a high dexterity rating. Like thieves, there are very good at hiding, but they're not very strong, which doesn't make them very good in a fight.

## DWARF

Short they may be, and tough they definitely are. These guys have a naturally strong constitution which gives them bonus hit points and a resistance to weak poisons. They also have the ability to spot sloping passages, which isn't very useful.

## MARK'S COMMENT

I hadn't seen anything of this game before our review copy came in, and I must admit that I wasn't expecting much. First off I was surprised to find that this is actually a genuine D&D, secondly I was caught out completely by the graphics, which are great. The characters are really well drawn and the 3D dungeon sections are excellent. The control method is also outstanding, this is one of the areas where the game could have fallen flat on its face, but instead the system is very straightforward and makes the game instantly playable. The overall look is slicker than virtually any RPG I've seen, bar The Immortal. This type of game is often a reviewer's nightmare as it takes so long to get anywhere, and such is the case with this one. It's huge and very absorbing, my only criticism is that sixty sovs is a hell of a lot of cash for a game, even an 8 meg one with battery back-up. But if you've got the cash this is a very worthwhile purchase.



# MAGICAL GUYS



THE CLERIC HAS A FORMIDABLE ARSENAL OF SPELLS.



THE MAGICIAN ZAPS A BEASTMAN WITH A MAGIC MISSILE.

Wands are one of the rarest items, often containing extremely powerful spells which are capable of completely devastating enemies. They have drawbacks though, they can only be used once and only by wizards. Scrolls are another form of magic which can be found, or purchased, and only used by wizards. Before casting one, a wizard has to scribe the scroll to his spell-book, then memorise it by resting for eight hours.

Some spells can affect more than one character, so you have to be careful where you fire them. Spells such as sleep have quite a wide area of effect, and if you're not careful you can end up sending your party to the land of nod.

## TOOLING UP

**Regardless** of how powerful your wizard is, you're going to have to rely on plain old hand-to-hand combat to resolve many situations. The castle's armoury isn't very well stocked to begin with, so it pays to come back from time to time to see if they have anything new. Basic weapons range from staves and daggers to axes and swords, none of which is too expensive, nor very damaging. Magic weapons start turning up after you've been playing for a while. These are denoted by a + and a number after the name. The higher the number, the more extra damage it does.



THERE'S A +1 SPEAR IN STOCK AT THE CASTLE, IT COSTS A BIT, BUT WILL COME IN HANDY.

There are only two types of missile weapon, bows and slings. These let you attack from a distance, but they don't do much damage, so you're better off wading in with swords and axes.

## There are many forms

of magic in the realm, but only a few characters can use them, and even those are limited to a specific form of magic. It's not something that can be overlooked though. Magic plays an enormous role in the game, and there's no way you're going to be able to complete it without a wizard in the party.

Wands are one of the rarest items, often containing extremely powerful spells which are capable of completely devastating enemies. They have drawbacks though, they can only be used once and only by wizards. Scrolls are another form of magic which can be found, or purchased, and only used by wizards. Before casting one, a wizard has to scribe the scroll to his spell-book, then memorise it by resting for eight hours.

Magic is slightly different for clerics. They don't have to rely on finding scrolls as

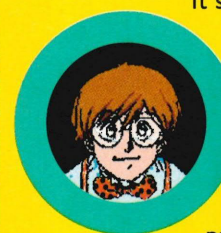
they're automatically taught the spells that they're capable of casting. Cleric spells are usually quite passive, consisting of cure spells, light spells and healing incantations. These spells can be reversed so a cure serious wounds spell becomes a cause serious wounds spell. Likewise with cure poison and cure disease, both of which can be used to inflict a slow death on the hapless victim.

Some spells can affect more than one character, so you have to be careful where you fire them. Spells such as sleep have quite a wide area of effect, and if you're not careful you can end up sending your party to the land of nod.

## TOOLING UP

**Regardless** of how powerful your wizard is, you're going to have to rely on plain old hand-to-hand combat to resolve many situations. The castle's armoury isn't very well stocked to begin with, so it pays to come back from time to time to see if they have anything new. Basic weapons range from staves and daggers to axes and swords, none of which is too expensive, nor very damaging. Magic weapons start turning up after you've been playing for a while. These are denoted by a + and a number after the name. The higher the number, the more extra damage it does.

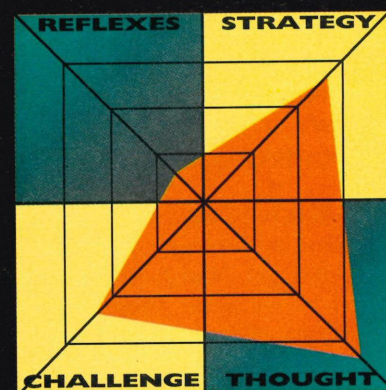
## PAUL'S COMMENT



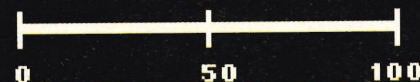
It's lucky this game has smart graphics because it takes a long time to get into. In fact, if it didn't look so good most people probably wouldn't be prepared to play it for long

enough to discover what an excellent RPG it is. It's not that the game's systems (the hit points and so on) are difficult to get to grips with, but it's a while before you seem to be making progress. The characters start out insanely puny, which makes early battles risky, but the game-save feature helps you gradually build up your strengths, and your collections of weapons and spells. The battery back-up is actually essential because this game is big, and all of it, the above and underground sections, is interesting and exciting territory. Any role-player looking for something to follow Buck Rogers won't regret stumping up £60 for a game of this quality.

# WARRIORS OF THE ETERNAL SUN



## % RATINGS



## PRESENTATION

86%

GOOD INTRO AND EASY TO USE CONTROLS.

## GRAPHICS

82%

EXCELLENT SPRITES AND GOOD 3D SECTIONS.

## SOUND

79%

DIFFERENT TUNES FOR DIFFERENT AREAS AND THE OCCASIONAL SPOT EFFECT.

## SHORT TERM PLAY

81%

NON-RPG FANS MAY LACK THE PATIENCE TO STICK OUT THE EARLY PARTS OF THE GAME.

## LONG TERM PLAY

93%

GETS BETTER AND BETTER THE FURTHER YOU GET.

## MEGATECH RATING

87%

AN EXCELLENT DUNGEONS AND DRAGONS RPG.





MT 7  
STATUS:  
REVIEW

BY FLYING EDGE

PRICE: £39.99

PLAYERS: 1

GAME TYPE: ACTION

CONTINUES: 0

SKILL SETTINGS: 1



**A**lien space mutants are landing in Springfield and only Bart Simpson knows about it! The invaders are taking over the bodies of Springfielders, so no-one can distinguish them from regular humans except Bart, whose X-Ray specs reveal their true shape. The trouble is, because Bart is such a well-known trouble-maker, no-one will believe him when he tells them that they are soon to become mindless zombie slaves to an evil alien overlord.

It's up to El Barto to prevent the impending cataclysm using a solo campaign of uncivil disobedience. It seems that, to take over the entire world, the aliens need to build a mega-powerful weapon and their blueprint demands it is constructed from everyday Earth objects—nuclear fuel rods, things which are purple, hats, that sort of thing—so Bart has to go around town destroying or hiding anything on their shopping list.

It also helps if Bart can do over any aliens he meets. The knackered ETs leave behind small tokens which prove their existence and if Bart collects enough of them maybe he'll be able to convince his family to help!

# THE SIMPSONS

## COLOUR ME REDD

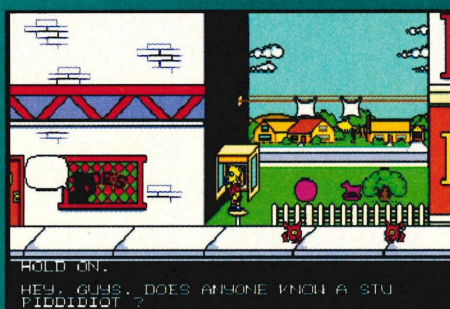
**The first part** of the game is set in downtown Springfield, a locale littered with just the sort of purple objects the aliens are after to build their weapon. Bart has a limited amount of time to find and trash 24 purple items, either by spraying them red with a can of spray paint or simply breaking them with one of the objects on sale in the local shops.



**THIS POSTER NEEDS PRECISE SPRAYING BEFORE IT CHANGES COLOUR.**

Unfortunately, the pavement is ridden with disgusting alien blob creatures which leap about, trying to pounce on the yellow-headed hero and alien impostors walk the streets.

After all 24 items are destroyed, Bart makes his way to the end of the level where Nelson the school bully is blocking the way to the shopping mall (where level two is set). Not realising the importance of Bart's mission, Nelson tries to splat Bart with water balloons, but with Maggie's help Bart can clear the way with a few well-placed medicine balls.



**JUST AS IN THE SHOW, BART LIKES TO CALL MOE'S BAR AND GET MOE ANNOYED BY MAKING HIM ASK WHETHER A 'HOMER. LAST NAME, SEXUAL' IS IN THE BAR. IN THE GAME, THIS COSTS BART A COIN, BUT IT'S WORTH IT BECAUSE AS SOON AS MOE REALISES HE'S BEEN HAD, HE RUNS OUT OF THE BAR AND BART CAN SPRAY HIS PINK APRON RED. HOORAH!**



**DON'T PAINT THESE OBJECTS—JUST COVER THEM WITH SOME HANDY LAUNDRY.**



**BART TAKES ON NELSON WITH WATER BALLOONS AND, WITH MAGGIE'S HELP, MEDICINE BALLS.**

THE SIMPSONS REVIEW

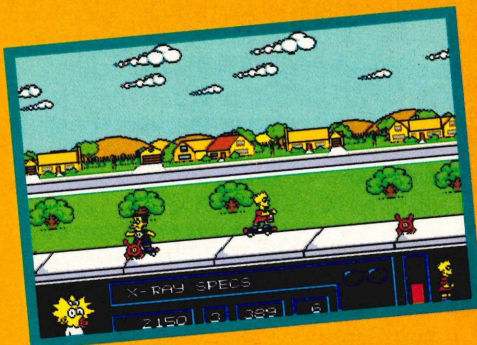




## MARK'S COMMENT

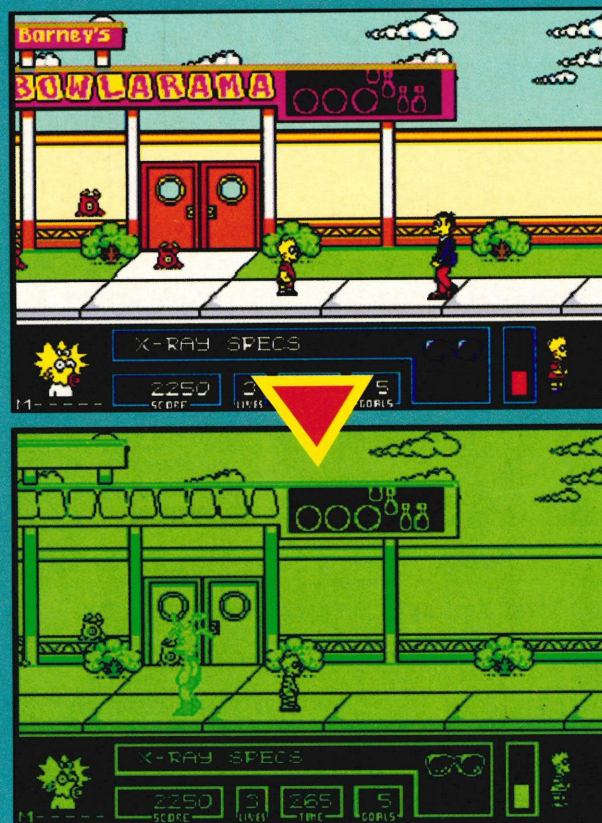


Bart vs the Space Mutants certainly captures the feel of the Simpsons cartoon. The graphics and animated story sequences are excellent, resembling Matt Groening's characters exactly. The tunes and effects are cartoon-bouncy and fit the whole thing very well. Still, when it comes down to it, the best presentation in the world won't save a dull game, and unfortunately this one does get a bit tiresome. In concept it's great, but in practice things don't quite work out. The problem with Space Mutants is the high frustration level. There are so many jumps which are virtually impossible and so many erratically-moving aliens whose paths are stupidly difficult to predict that the demanding precision required soon bogs things down. If Space Mutants was just a little more player-friendly it would be great, as it is it's merely adequate.



JIMBO IS SPRINGFIELD'S WORST SKATEBOARDER. KEEP YOUR DISTANCE AND HE SHOULD RUN INTO ONE OF THE GLONDIPS ON THE GROUND.

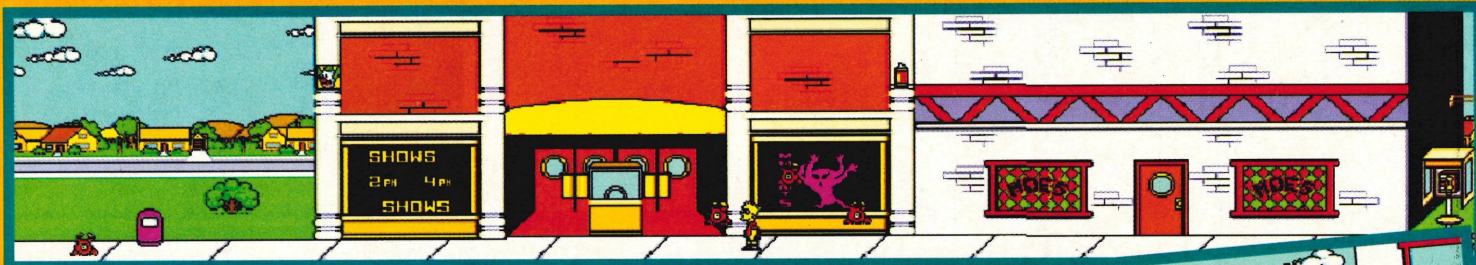
## NOW YOU SEE THEM...



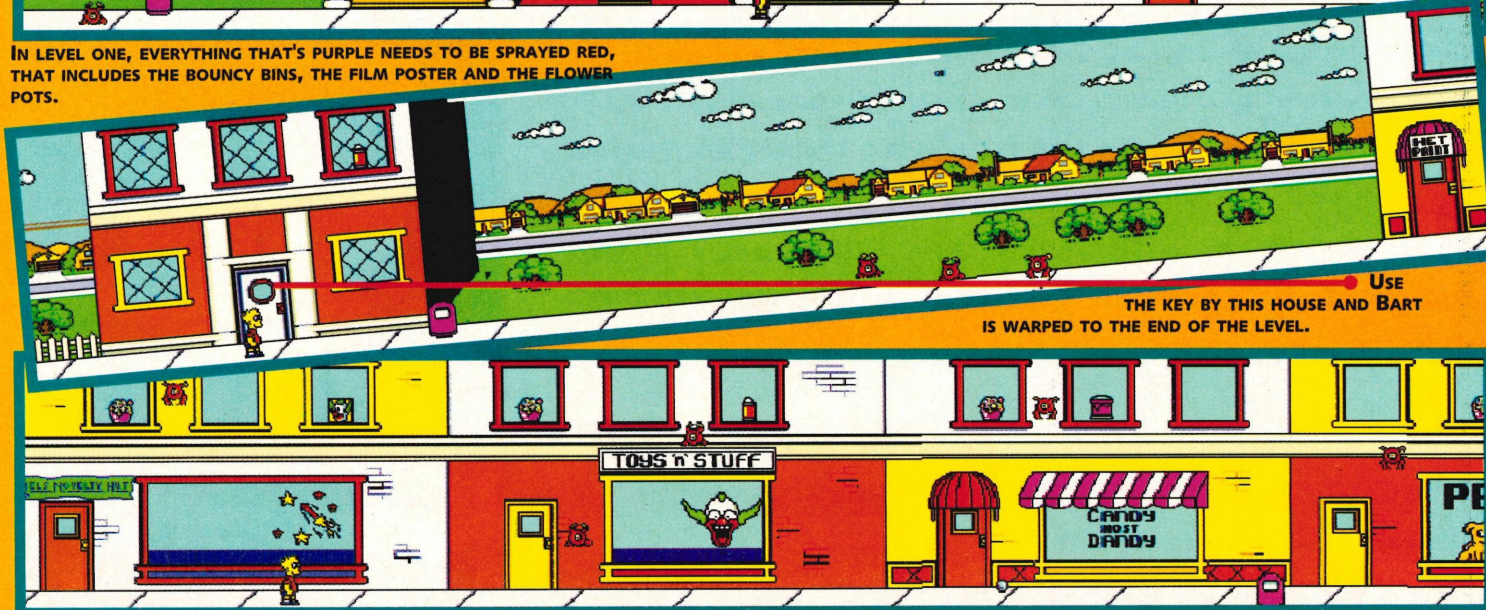
**Bart's only hope** of eliciting aid from his family is to prove the existence of the aliens. To do that he has to wear his X-ray specs to identify them, then jump on their heads to drive them out of their human hosts. As they depart they leave behind a bouncing disc for Bart to grab, and with each one he collects, a letter is added to the name of the Simpson portrayed in the bottom left of the screen. When the name is complete Bart can expect the help of that member of his family when he meets the boss who waits at the end of the level.

HERE WE SEE AN ALMOST EVERYDAY SPRINGFIELD STREET SCENE (TOP), BUT WITH THE SHADES ON (BOTTOM) THE TRUTH IS REVEALED.

## THE STREETS OF SPRINGFIELD



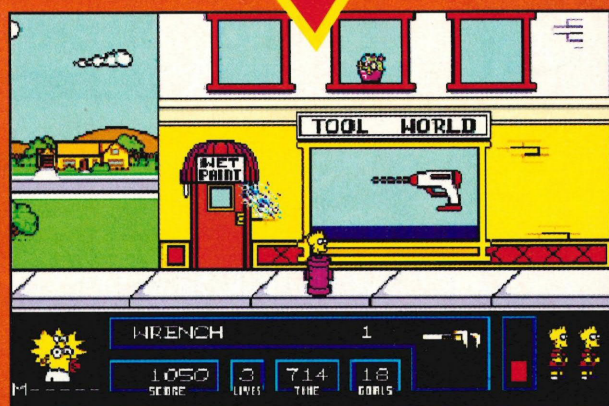
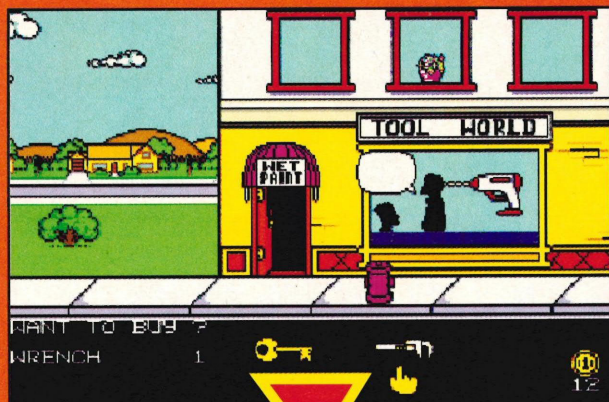
IN LEVEL ONE, EVERYTHING THAT'S PURPLE NEEDS TO BE SPRAYED RED, THAT INCLUDES THE BOUNCY BINS, THE FILM POSTER AND THE FLOWER POTS.



● USE THE KEY BY THIS HOUSE AND BART IS WARPED TO THE END OF THE LEVEL.



# SHOPPING IN SPRINGFIELD



THE WRENCH ONLY COSTS A SINGLE COIN, BUT IT WORKS WONDERS ON FIRE HYDRANTS AND FRESHLY-PAINTED PURPLE CANOPIES.



CHERRY BOMBS ARE JUST THE THING FOR SCARING SMALL PURPLE BIRDS IN PET SHOPS.

Novelties sells fireworks, and it's a good idea to lay in a supply of a good supply of rockets and a few bird-scaring cherry bombs before moving on to the last shop. At the toy store, Bart can only buy two objects, a whistle (which, as far as we can tell, is useless) and a magnet, which comes in handy later on in the game.

## Some of the objects

Bart needs to find and get rid of aren't easy to get to. On the first level it's easy enough to work out what you have to jump on to reach purple plant pots in upper storey windows, but to get rid of the purple canopy over the door of the Tool World shop and scare off the purple bird sitting on the statue of Jebediah Springfield he needs to spend his meagre allowance (plus any coins he might come across along the way) on handy items which destroy, disfigure or debilitate.

Most of the stuff Bart needs is available in the stores in the first level, and luckily, everything only costs one coin. Tool World stocks just two items of hardware, a wrench (good for opening

fire hydrants) and a key (which opens a warp door). The store next door, Mel's

## PAUL'S COMMENT

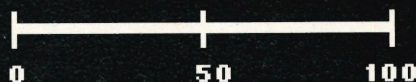


I expect most Simpson's fans were hoping for something like the Konami coin-op rather than a tarted-up conversion of the Nintendo game, but let's not get too depressed because this isn't a bad effort. Probably its greatest strength, in these days of games that take a few hours to complete, is that it's pretty tough. The solutions to some of the puzzles in level one aren't obvious, and no-one who has tried it in the couple of days we've had the game can get past the flying platforms over some cement in level two, simply because the jumps have to be superprecisely timed and pixel-perfect. This caused much hair-tearing because, of course, Bart keeps biting the dust and there's no option to continue from where the last game ended. 'DOH!' as Homer would say. It's frustrating all right, but it's not a total put-off, so I did find myself coming back to the game again and again, and I'll probably keep doing so until I've cracked that second stage.

## THE SIMPSONS



### % RATINGS



### PRESENTATION

79%

NICE INTRO SEQUENCE, BUT LACK OF CONTINUES MAKES IT PAINFUL TO PLAY.

### GRAPHICS

72%

MINISCULE AND SIMPLISTIC GROENING-STYLE SPRITES, BUT THEY DO THEIR JOB.

### SOUND

70%

'EAT MY SHORTS' SAMPLE AND SOME JOLLY HAMMOND ORGAN-STYLE TUNES.

### SHORT TERM PLAY

73%

ODDBALL PUZZLES AND PIXEL-PERFECT JUMPING MAKE THIS FRUSTRATING, BUT STILL ATTRACTIVE.

### LONG TERM PLAY

83%

IF YOU HAVE THE STAMINA YOU'LL SPEND A LONG TIME FINISHING ALL FIVE LEVELS.

### MEGATECH RATING

74%

SIMPSON FANS HOPING FOR AN ARCADE CONVERSION MAY BE DISAPPOINTED, BUT THIS IS STILL AN ABSORBING AND CHALLENGING GAME.







BY HOT-B

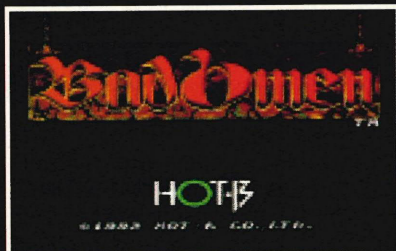
PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: PINBALL

CONTINUES: 3

SKILL SETTINGS: 3



In a far-away land the evil demon Y (dumb name, easy to sign) has had a near terminal brain storm and turned the local prince and princess into paddles (of the Breakout bat kind). Fortunately for them, shortly after this incident, a mysterious blue sphere appeared from nowhere, and by utilising their newly found batting skills the prince and princess are able to penetrate Y's fortress by bouncing the sphere ahead of them.

You control the two paddles which are used to guide the ball through the levels. The bottom one can only be moved left and right, but the top one is far more flexible. It can be positioned vertically and flipped through 90 degrees so the ball can be batted left or right. The sphere can only be destroyed if it falls off the bottom of the screen, although it can be temporarily stunned by some of Y's nefarious allies.

Like Slime World (reviewed on page 44) this is actually a conversion of a game which was originally released on a hand-held, namely the Game Gear.

# BAD OMEN

## COLOUR-CODED BONUSES

**Mysterious chests** litter Y's domain, opening to reveal bonuses when the ball hits them. These extras are usually strategically placed so they turn up just when you need them.



### RED

Turns the ball into a flaming dragon which can obliterate any blocks in its path.



### BLUE

Extremely useful. Extends both the bats.



### GREEN

Destroy up to ten blocks on screen at that time.



### LIGHT GREEN

Extra ball



### YELLOW

Temporarily freezes the clock at four minutes.



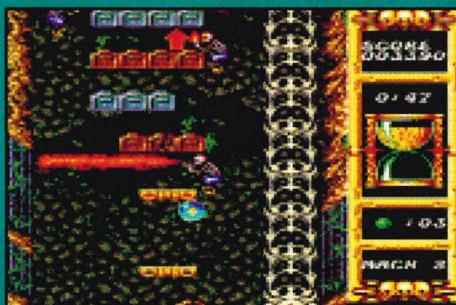


# WHOLE DIFFERENT BALL-PARKS



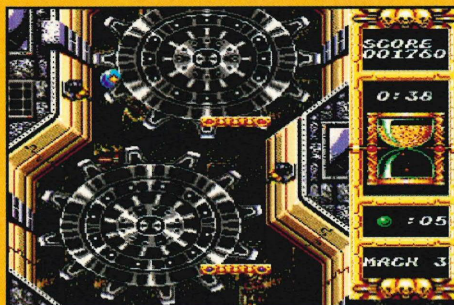
**Each level has a time limit** which varies according to the difficulty level, so it's important to know as many short-cuts as possible. There are a total of seven levels, and the first five can be played as 'time-trials' in which the computer sets the clock on you as you attempt to beat the high-scores. The difference between this and the normal game is that you have a lot less time, and as you're only playing an individual level you don't have to worry so much about losing lives. Here's a few brief description, and few tips on how to get one up on your mates in the time trials.

## LEVEL ONE: THE GRAVEYARD



Don't faff around trying to take hard to reach routes. This stage is very straightforward. The tombstones are easily smashed if you keep the bat positioned high on the screen. There's a quite visible short-cut along the right side which is a corridor made of bones, hit the bottom with the ball and it will be transported through the trickiest part of the level. Don't waste time trying to get the ball in though, as you'll waste more time than you'll save. The boss is really easy to beat. He'll try to push the ball off the bottom of the screen, but if you can bounce it behind him he doesn't stand a chance. Use the bat side-on to keep it up there.

## LEVEL TWO: THE CLOCKTOWER



Position your bat to push the ball to the next cog. Following the defeat of the first boss, your ball is spirited away to a clocktower. Inside is an array of cogs which collect your ball and pull it further up the tower. If you don't position your bat in time the ball remains trapped in the cog's teeth and is dropped off the bottom of the screen. Watch out for the blocks marked with an X, hitting one of these renders your top paddle useless for a short time. The boss is a strange one. It's a giant clock face, complete with spinning hands. It doesn't attack, and all you're required to do is bounce the ball into one of the holes around the edges. When the clock strikes twelve you can carry on.

## LEVEL THREE: THE WATERFALLS



Keep an eye out for hazards that float down the fall. Treat the start of the level the same way as level one. When you come to the junction don't take the left path as it leads to a gang of rather large toads who'll spend ages swallowing the ball, the spitting out at their mates, who in turn swallow it—it'll be ages before you get it back. The waterfall section at the top of the level is tough as you can't see the ball. Keep the two bats close together as this limits the risk of the ball leaving the screen and allows you to bounce it at one area of the wall. The boss is a rather unassuming tree who's very easy to destroy.

## LEVEL FOUR: THE AIR PASSAGE



Use the cannons to fire you past hazards. This takes place in passages high above the ground. Alongside the bonus chests are demon boxes—hit these and a demon emerges, hurling fireballs at your paddles. These don't cause problems, so ignore them. A number of passages will take some skill to negotiate, so set your paddle speed and be ready to flip it around. You'll come across a couple of cannons which will fire your ball over hazards, so keep an eye out for them. The boss is an indestructible statue. Clear the surrounding area of blocks. If the statue is hit it releases a fireball power-up. Collect them when they drop.

## LEVEL FIVE: THE SEASIDE



You can't afford to lose a ball here. A constant sand storm restricts your view and dust-blowing gargoyles make your ball's trajectory unpredictable. There are more cannons here. When the air clears you'll find yourself facing two demons, one of which will turn into a tornado while the other waltzes around the screen. The tornado demon first fires out energy bolts which temporarily stuns your ball, if it hits the tornado it's fired out at high speed. Concentrate on one demon at a time. You can lose a lot of time here with the ball being stunned, so try to steer it clear of the energy bolts by batting it sideways.

## MARK'S COMMENT



This is a peculiar mix of Breakout and Devil Crash with overtones of Palsoft's Undeadline, with the result being a kind of scrolling pin table-cum-shoot 'em up, which isn't bad at all. It's quite a taxing game; the levels contain many difficult paths and traps designed to catch out unwary players as well as neat features such as the cannons. My only criticism is that you can't control the angle the ball comes off the bat, unlike games such as Arkanoid. This does add to the game's difficulty though, so it's not all bad. The music and sound effects are also worth noting—they're some of the best I've heard in a long time. This won't be everyone's cup of tea, but it's significantly different and certainly challenging enough to warrant serious interest. All in all this is a surprisingly playable, highly original cart which is a worthy successor to Hot-B's previous release Steel Empire.





# TWO-PLAYER MODE



**If you've got** a second joy-pad you can try the simultaneous two-player mode. In it player one controls the bottom bat, while the other takes the top. To make sure you both get a go with the neat up-and-down bat, the controls are swapped around after every level.

Left: The players swap controls at the end of every level.



TRY TO GET THE BALL BEHIND THIS BOSS, OTHERWISE HE'LL TRY TO FORCE IT OFF THE SCREEN.



AVOID THIS BOSS WHEN HE'S SPINNING OR THE BALL WILL BE BLASTED OFF-SCREEN.



DON'T ATTACK THIS BOSS, GO FOR THE BRICKS AROUND IT. COLLECT THE FIRE-BALL POWER-UPS IT DROPS.

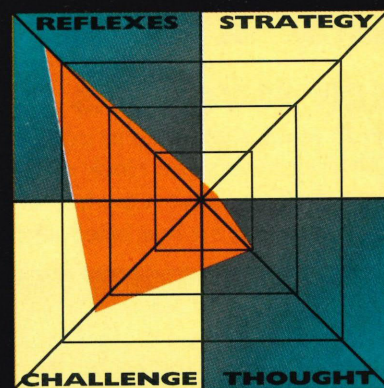
## PAUL'S COMMENT



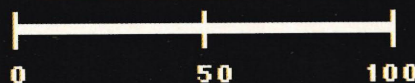
This is a strange game. When you first switch it on, Bad Omen doesn't look like it's going to be much cop (in fact, if you read the story-

ryline before playing you may want to switch off before you start), but it turns out that the combination of Breakout and pinball on a scrolling landscape is good fun. Okay, the graphics aren't great, but the music is, and the gameplay is enough to keep you going for a fair while, especially if you pump up the difficulty level. I like all the neat little touches such as the cannons and the short-cuts and the double bat control method, which takes a little mastering but makes for a good two-player game. The only thing I wasn't keen was the way you can never predict which way the ball is going to rebound from the bat, which makes getting through the tighter passageways quite hair-raising, especially when the timer starts running down. All in all, then, quite a jolly game which is just the ticket for anyone bored of the same old shoot 'em ups.

## BAD OMEN



### % RATINGS



### PRESENTATION

**88%**

GOOD TWO-PLAYER MODE AND YOU CAN PLAY AGAINST THE CLOCK.

### GRAPHICS

**76%**

CRUDE IN PLACES, BUT MOSTLY GOOD, AND THERE ARE A FEW NICE EFFECTS.

### SOUND

**87%**

GREAT TUNES AND SOME GOOD SPOT EFFECTS.

### SHORT TERM PLAY

**75%**

INITIALLY QUITE UNIMPRESSIVE, BUT IT DOES GROW ON YOU.

### LONG TERM PLAY

**83%**

SEVEN CHALLENGING LEVELS-ALL AGAINST THE CLOCK.

### MEGATECH RATING

**79%**

A TOUGH, ORIGINAL GAME WITH PLENTY TO KEEP YOU HOOKED.

### ● THANKS!

Thanks to Console Concepts (0782 712759) for lending us the cartridge used for this review.





MT 7  
STATUS:  
REVIEW

BY US GOLD

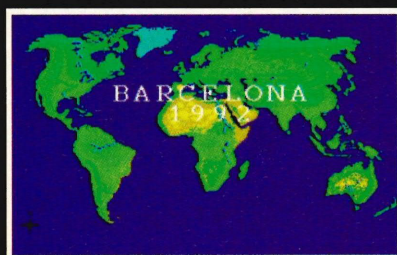
PRICE: £39.99

PLAYERS: 1-4

GAME TYPE: SPORTS

CONTINUES: N/A

SKILL SETTINGS: 3



Since the dawn of civilisation, man has striven to prove himself in tests of strength, skill and lion wrestling. The ultimate achievements in these fields has long been success at the prestigious Olympic games, a tradition which still stands today (although the lion wrestling was taken out once Christianity became popular).

Now, no matter how feeble you are, your chance to compete in seven Olympic events for the glory of your country has arisen. Olympic Gold marks a return to the old Hyper Sports-style button pressing extravaganzas with your digital dexterity being pushed to its ultimate ends, along with that of up to three other players who see fit to enter the Micro Olympics.

This is US Gold's first foray into Megadrive software, and a prestigious debut it is an' all. Not only is it the official 1992 Olympics game, it is also part-endorsed by Coke (official worldwide Olympic sponsor, of course), the logo of which is seen at certain instants, while a snatch of the 'Can't Beat The Feeling' tune plays. Golly!

# OLYMPIC GOLD

## GOOD GAME, GOOD GAME



### There are two tournaments

open to prospective medal seekers, the Olympics and the mini-Olympics. In the mini-Olympics players select as many of the seven events as they care to compete in, allowing them to leave out events they really aren't struck on (or any good at). Other than this they work in the same way as the full Olympics.

The full Olympic competition contains all seven events. First of all you, and any other contestants there may be, enter your names and nationalities for future scoreboard reference. From here it is straight into the competition. Any world records or high scores achieved are noted on the scoreboard which is accessed from the main menu at the start of the game.

'You can't beat the feeling'.

## MULTI-ATHLETE ACTION



### Up to four players

can compete in an Olympic Gold competition, choosing their names and the country they wish to represent. However, only one plays at a time while the rest wait for their turn. Unfortunately, this cuts the element of competition down to a mere records basis, instead of face-to-face sporting battles.

Thunderbirds are go!



OLYMPIC GOLD REVIEW





## MARK'S COMMENT



Sports sims are almost as old as home computers themselves, and when I heard that US Gold had licensed the Olympics I was expecting a game along the lines of Summer Games II, which was their classic sports sim of the eighties. What we've ended up with is Olympic Gold, a game that boasts smart graphics, good presentation and tight programming, but lacks long-term attraction. The majority of the seven events, bar archery and the hurdles, are playable but don't have enough depth to bring you back to them. Even the prospect of beating previous times of scores doesn't help. A few more events, or having some of the lesser ones replaced by contests such as fencing, javelin or the triple jump, which could be made very taxing, would have made the difference. In the end Olympic Gold just isn't as playable as I would have liked. What it has in its favour is that it's currently the only game of its kind on the Megadrive, but because of its gameplay faults you should think twice before buying it.

## the EVENTS

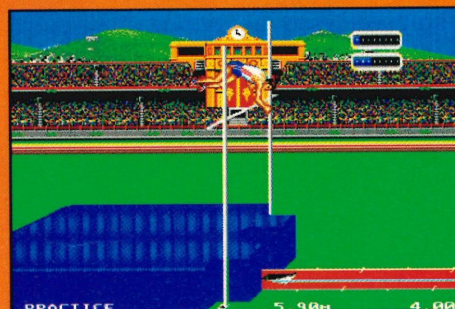
## 100 METRES SPRINT



Hardly a photo finish, so no need to dive for the line..

**This is** the most basic of all the events and sees you legging it along a short stretch of track at high speed. The controls here are pretty straight forward, hammer on A and B alternately to increase and maintain the speed of your athlete. If things are close and those pesky computer athletes are drawing close at the finish the C button is used to dip your runner's head, thus gaining him a few precious inches.

## POLE VAULT

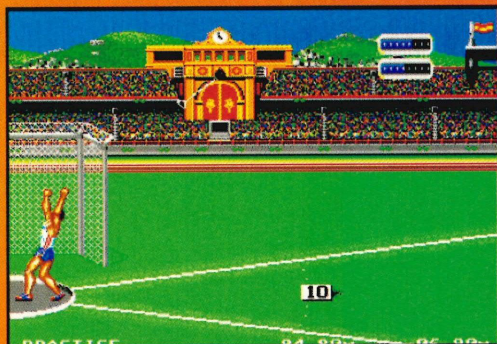


It's EASY TO CATCH THE BAR WITH A FLAILING FOOT.

**The pole vault** is one of the trickiest events to master, due to the hand contortions needed to properly perform it! Press any button to initiate the attempt. Then press A and B as fast as possible to get that all-important lateral acceleration. Once you think you've reached the right spot, press down on the control pad to plant the pole. As soon as you see the jumper begin to sag on his stick, press up on the joystick and he pushes himself (hopefully) over the bar. When you're in the right

position press C one last time to release the pole, otherwise you will be on your way down before the computer takes over, invariably leading to a bar-upsetting incident.

## HAMMER THROWING



Release the hammer as it reaches its apex.

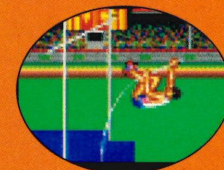
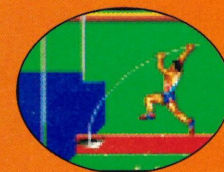
**An event** requiring as much timing as button whacking is hammer throwing. Firstly, the C button is pressed to start your spin. Then the A and B button are brought into play to speed up your rotation. After this, the C button is pressed, making the competitor move towards the edge of the circle. When you are satisfied with his speed and position the C button is pressed to release the hammer. Have a care, though, as your speed becomes harder to maintain after ten revolutions, as well as your thrower getting a bit of a headache and having the horizon reeling around in front of his eyes for ten minutes afterwards.

## 200m SWIMMING



TURN AS TIGHTLY AS POSSIBLE TO PICK UP AN ADVANTAGE

**This is more or less** an aquatic sprint, with your alternate pressing of the A and B buttons being tested to its limits. However, swimmers have a greater problem with fatigue than runners, and this is where the stamina bar comes into play. As you swim faster, your stamina bar becomes increasingly drained. It's quite easy to find the rhythm which causes minimum impact to your stamina, but it doesn't stop here. As the race goes on, the rhythm changes, requiring many tempo changes. Should your endurance be fully drained your racer slows to a crawl (har har) and stands no chance of victory.



Letting go at the right time is the trickiest part.





## ARCHERY

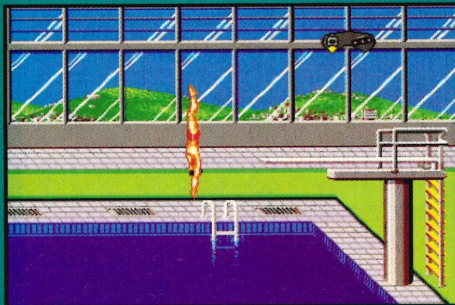


YOU'RE NOT ALLOWED TO SHOOT YOUR OPPONENTS.

### One of the events

requiring more skill than strong fingers, there are a number of elements to archery. Firstly, you choose the moment at which to aim, based on a fluctuating windometer at the top of the screen. Next, using the directional controls, the string is drawn back until the required power is achieved. The more tension you put in the bowstring the harder it is for the archer to keep his sights steady, but if you don't pull it back far enough the arrow falls short. When your target appears place your juddering sight as close to the bullseye as possible then let loose. The longer you leave things the shakier he gets and the harder it becomes to get that maximum ten points.

## DIVING

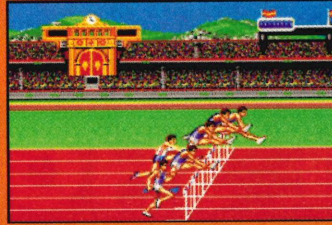


Watch out for terminal belly-splash.

**This is the most complicated** event in the game. First, the type of dive is selected. Novices would do well to go for a straight jump-in-headfirst affair, whilst experts can introduce more complex moves into their routine! A demonstration of the dive you have chosen can then be seen at regular speed or in slow motion, detailing the joystick manoeuvres for your forthcoming ordeal.

When it's time to perform your dive for real, moves are performed by corresponding joystick turns; pressing down performs somersaults, left or right spins, and various buttons perform the trickier stunts. In the Olympics, you perform five dives, of which four are set, and one is a freestyle, allowing you to show off to the max.

## 110 METRES HURDLES



YOU CAN'T AFFORD TO HIT A HURDLE.

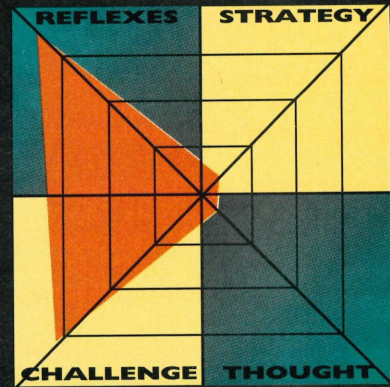
**Not surprisingly**, the hurdles event is pretty similar to the sprint, with alternate presses of A and B propelling your sprinter faster and faster along the track. This time, though, the C button causes the chap to leap mightily to clear hurdles. Mistime it, though, and watch him stumble and lose a second or so.

## PAUL'S COMMENT

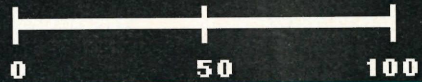


There's no doubt that this is a very polished game, with lots of flash intros, options and pleasant graphics, but underneath it all is a very basic which unfortunately doesn't provide a great many thrills. I enjoyed the events to begin with but they simply weren't sufficiently interesting to hold my interest for longer than a couple of hours. Most of them are simple button-bashing games (which, incidentally, are murder to play on a joystick—make sure you have a table-top stick before you buy this) and by the time you've pummelled your way to a record you'll have had enough. The other events (the archery, the diving and the pole vault) are more enjoyable, but even they aren't laden with excitement, so I don't see this as a game for players to come back to time and again. If there had been more variety to the events Olympic Gold would have been a great sports sim, but I'm sad to say that it hasn't finished among the medal winners.

## OLYMPIC GOLD



### % RATINGS



### PRESENTATION

81%

INTROS AND OPTION PROVIDE A POLISHED APPEARANCE. JOYPAD CONTROLS ARE HARD WORK.

### GRAPHICS

79%

THE ANIMATION AND SPRITES ARE GOOD THROUGHOUT, BUT THE ATHLETES LOOK THE SAME.

### SOUND

72%

A MEDLEY OF EARNEST SPORTY TUNES, ACCOMPANIED BY THE ODD SOUND EFFECT.

### SHORT TERM PLAY

78%

MASTERING THE EVENTS AND BEATING THE RECORDS IS FUN FOR A WHILE.

### LONG TERM PLAY

69%

THE LACK OF VARIED EVENTS MEANS THERE ISN'T MUCH IN THE WAY OF LONG-TERM ENJOYMENT.

### MEGATECH RATING

70%

A FAIRLY GOOD SPORTS SIM, LACKING LONG-TERM APPEAL.





MT 7  
STATUS:  
REVIEW

BY ACCLAIM

PRICE: £37.99

PLAYERS: 1-2

GAME TYPE: SPORTS

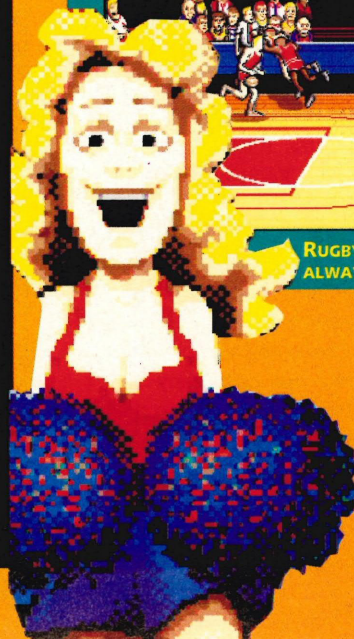
CONTINUES: 0

SKILL SETTINGS: 1



**F**or a sport that doesn't get much recognition in this country, basketball has been surprisingly well represented on the Megadrive, Arch Rivals being the third simulation of the sport in two months. Unlike Jordan vs Bird and David Robinson's Supreme Court Basketball, Arch Rivals is described as a 'tongue-in-cheek tribute' to basketball, in which most of the normal rules are dispensed with, allowing the players (of which there are only two per team) to inject a little humour into the proceedings with some underhand violence. Of course, the rule about throwing a ball through an elevated hoop to score still applies.

The game was originally a hit in the arcades for Midway back in 1989, and is Acclaim's first coin-op licence on the Megadrive. There are three different teams and a set of eight players to choose from, each specialising in specific areas of the sport. A referee is present at every match, but, fortunately for the players, he turns a blind eye to any infringements, so they can carry on doing each other over.



# ARCH RIVALS

## HE SHOOTS! HE SCORES!

**Unlike real basketball,** full contact is permitted in Arch Rivals. This means your players can punch and rugby tackle their opponents to get the ball, rather than waiting to bat it out of their hands which is the norm. Once in possession a player can run, shoot, or pass the ball to their partner.



**THE CLOSER YOU ARE THE GREATER THE CHANCE OF SCORING.**

but if he should make a break, pressing the C button will send your player diving after him. A successful hit results in the ball flying loose and, occasionally, the player's shorts falling down.

Score, or be scored against and you're treated to a shot of a cheerleader or your irate manager.



**RUGBY TACKLES ALWAYS WORK.**

As with the real game, a basket scored within the goal area counts as two points and three from outside. To defend against a shot, stand in front of the ball carrier then hit jump as soon as he lets go. On the other hand, if you're close enough to block you're also close enough to deliver a swift blow to his stomach—which is far more effective.

The ball carrier always runs slower than his unencumbered counterparts,

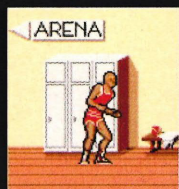
## MARK'S COMMENT

This isn't basketball, it isn't a beat 'em up, it's cowering lost between two stools. After only a few minutes I was suffering from intense boredom induced by the lack of gameplay. All you have to do is to get the ball is smack the person carrying it, this eliminates any need for skill, as there are no rules, run to the end of the court and shoot. Repeat the process several times and that's your lot. The players being so big and the court so small is another drawback as it means you don't have to go far to catch up with them, so there are no tactics needed, which results in a huge lack of variety. The humour is in a class of its own, ie the bottom one, unfortunately the occasional pair of dropped shorts maketh not a riot of laughs. I never saw the Arch Rivals coin-op, but it couldn't have earned many ten pence if it was anything like this conversion.

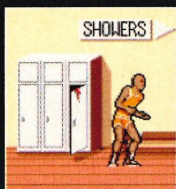


# TWO-ON-TWO

GET READY  
LEWIS



GET READY  
TYRONE



SELECT YOUR PLAYER THEN MAKE A DASH FOR THE COURT.

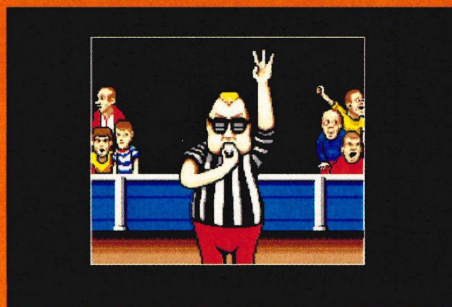
**In the two player mode,** the humans control one player on each side and can send instructions to their computer partner. Hitting A tells them to pass the ball, and C makes them shoot. The rest of the time they work on their own initiative, liberally doling out punches to the opposition.



FORGET BASKETBALL, KARATE'S WHAT YOU NEED TO KNOW HERE..

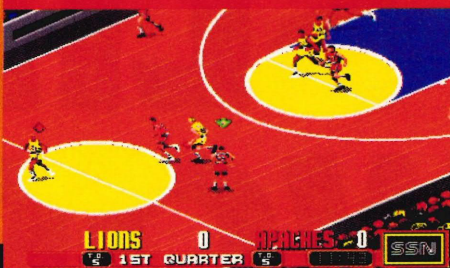


MIND YOU DON'T TRIP OVER THE REF, OTHERWISE YOU'LL BE SENT SPRWALING-MINUS THE BALL.



THE REFEREE OCCASIONALLY APPEARS WHEN A BASKET HAS BEEN SCORED. OTHER THAN THAT HE JUST SUCCEEDS IN GETTING IN THE WAY.

## ALTERNATIVELY



## DAVE ROBINSON'S SUPREME COURT BASKETBALL

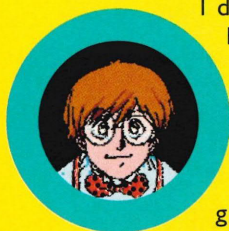
PRICE: £39.99

BY: SEGA

This is the most playable basketball game on the Megadrive, although it's more serious than Arch Rivals.

MEGATECH RATING: 83%

## PAUL'S COMMENT



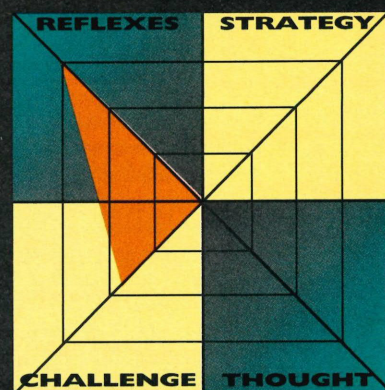
I don't think I've ever been bored of a game as quickly as I was with Arch Rivals. There are lots of presentation screens and cartoon graphics, so it looks quite nice but there just isn't anything to the gameplay at all. The fact that there are just two players per team and the presence of the fun-for-about-a-minute feature of being able to get the ball back by thumping the opposition mean the game requires hardly any skill or tactics so it's tedious in the extreme. Just to make things even more dull, there's no attempt at providing a little longer term interest with some kind of championship. You get to play one game, then start again. That was okay in the arcade game because you were only paying maybe 30 pence for five minutes' play, but it doesn't work like that with expensive console cartridges. Even the dim 'jokes' can't save this from being a pretty sad sports game, so I'd give it a miss if I were you.

## COURT IN THE ACT

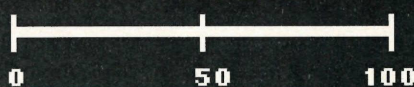
Seeing as rules are nonexistent, there's little need for a referee, but one's been provided all the same. If anything he causes more trouble than the traditional ref, this blighter in the black (and white) hovers near to the touch line and any player running too close is liable to trip over him, losing the ball in the process.

As the match progresses more hazards appear, as disgruntled fans hurl popcorn boxes and cans onto the court, so the players have to be doubly cautious.

## ARCH RIVALS



## % RATINGS



## PRESENTATION

85%

SMART, ARCADE-STYLE INSTRUCTION AND TACTICS SCREENS ARE INCLUDED IN THE GAME.

## GRAPHICS

79%

LARGE, NICELY ANIMATED CARTOON GRAPHICS.

## SOUND

75%

IRRITATING IN-GAME TUNE, BUT THE PLAYERS CALLING TO EACH OTHER IS A GOOD EFFECT.

## SHORT TERM PLAY

66%

HITTING OTHER PLAYERS IS FUN TO BEGIN WITH, BUT LIMITED GAMEPLAY IS OBVIOUS ALMOST IMMEDIATELY.

## LONG TERM PLAY

40%

NOT ENOUGH VARIETY TO KEEP IT INTERESTING.

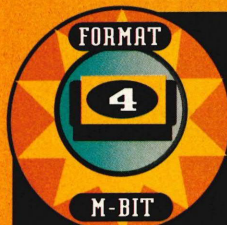
## MEGATECH RATING

45%

POOR GAMEPLAY RUINS THIS PSEUDO-SPORTS GAME.







MT 7  
STATUS:  
REVIEW

BY MICRO WORLD

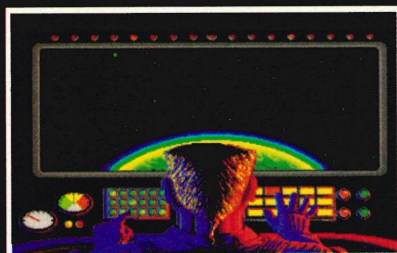
PRICE: IMPORT

PLAYERS: 1-2

GAME TYPE: PLATFORM

CONTINUES: PASSWORD

SKILL SETTINGS: 0



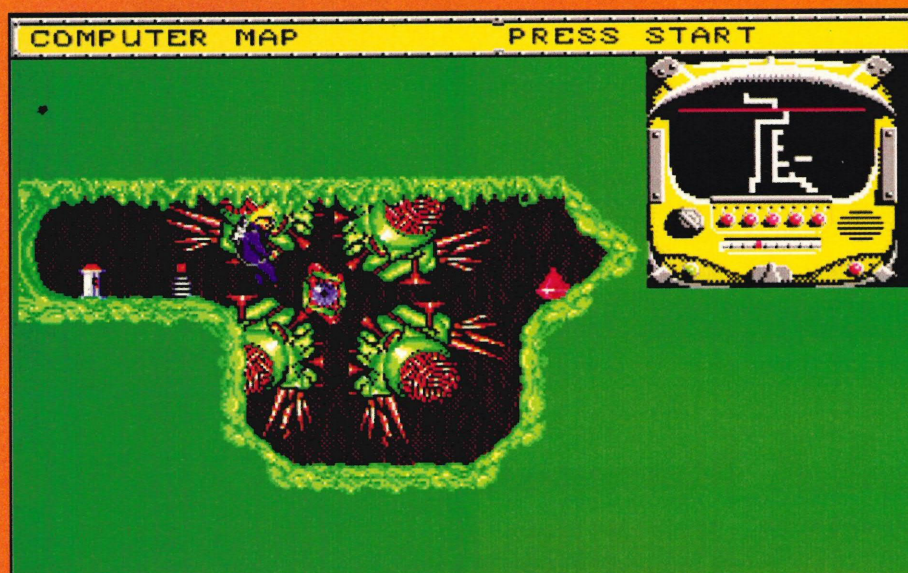
**M**ost space heroes tend to crash land on planets full of robot monsters, where there's usually a babe to rescue and glory to be had. Unfortunately for rocket-jock Todd, he's wrote his ship off on Slime world—a planet entirely made up of the kind of matter that's best reserved for jumper sleeves.

Slime World's inhabitants are just as inhospitable as their planet, with many of them resembling elephant mucus with tentacles. Fortunately, if there's one thing slime hates it's disinfectant, and it just so happens that strapped to Todd's back is a tank full of Domestos Death. When Todd squirts it out through his directable nozzle, it kills all known slime dead.

As in the original Lynx version, there are seven game variations in Slime World. Six require the player simply to escape from a vast labyrinth of caverns and hidden corridors using only his native cunning, his disinfectant pistol and whatever tools he finds along the way. There is also a two-player option in which, instead of co-operating as usual, Todd and his buddy have to fill their tanks with slime and try to phlegm each other to death!

# SLIME WORLD

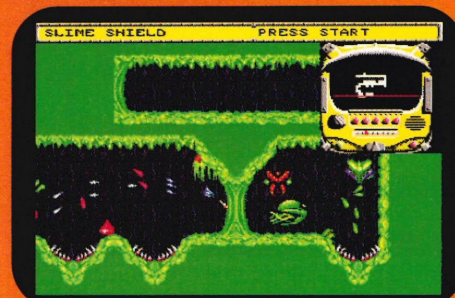
## SLIME ON MY HANDS



SHOOT THE FOUR RED AND GREEN CREATURES THEN GO FOR THE LUMP IN THE MIDDLE.

**Slime World** is a real sludge haven. The ground's covered in it, it drips from the ceilings, it languishes in pools on the floor and is excreted from all the world's flora and fauna. As he progresses Todd becomes gradually coated with the stuff, until he finally succumbs and explodes in a mass of slime. Luckily, when Todd cops it he just loses 20,000 points and is sent back a few screens to the nearest restart point, marked by an arrow.

There are ways to avoid slime-doom, though. Guide Todd to a pool of water, for example, and he'll wash himself down before continuing with his quest. With two-player action on the go the adventurers can also save each other from snot-death by hosing each other down. This looks quite rude, actually.



RED SLIME IS DEADLY.



TAKE A BATH WHENEVER YOU CAN.





# VISCOUS VARIATIONS

**There are** seven quests in Slime World, most of which involve trying to escape without falling foul of its inhabitants. When the game's paused it offers a password, which can be noted and used to start from the same place next game. There's also a restart option which kills your current character, then starts the next life a few rooms earlier, which is useful if you get lost.



## ▲ EASY

Not surprisingly this only takes about 25 minutes to complete. Get used to the items and learn how to avoid Slime World's denizens before locating the exit and escaping.

## ▲ ACTION

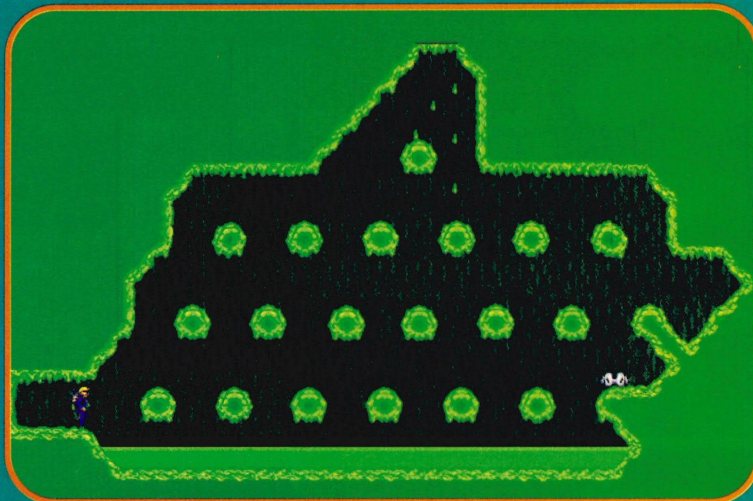
As in **EXPLORATION**, Todd has been marooned on Slime World and has to find a rescue ship, but there are loads more monsters lurking in the mega-mucus potholes!

## ▲ EXPLORATION

Todd's ship has exploded in orbit and his escape capsule has crash landed in the worst part of Slime World. Gun in hand, he has to find his way to a rescue ship.

## LOGIC

▶ Without the use of a gun Todd has to escape Slime World by working out routes around obstacles and finding the tools which clear the way. One player only.



## ▲ SUSPENSE

Slime World's going to melt in two minutes! Todd has to get the hell out, and his only hope is to collect the red mushrooms which mysteriously postpone the cataclysm by 60 seconds.



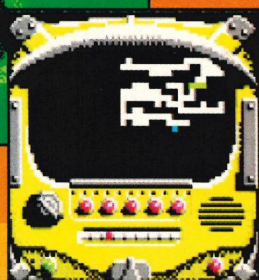
## ▲ COMBAT

The two player alternative to **LOGIC**. Todd and his pal have to wipe each other out by loading their tanks with deadly slime and squirting all over each other!

# MAPPING THE MUCUS



THE MAP ALSO SHOWS THE LOCATION OF WATER AND SLIME POOLS.



**Ha!** We won't have to print vast maps of Slime World in Hyper Technique Zone, because Todd is permanently equipped with a mini computer which charts his progress around the caverns. As soon as he enters a chamber, it's marked on the map. It could hardly be easier! It can also be switched off if it's in the way.

## MARK'S COMMENT

After seeing Slime World's tragic box artwork I kind of got the impression that the game would not be up to much. I was right, this game awfully average. I'd have expected the graphics to at least give the game a sticky feel, but instead they're small and not nearly as gross as they should be, rating a lowly four and a half out of ten on the mucus scale. Most of the sprites are really small and they're all pretty samey, and the green scenery never changes either. Despite the attempt at varying the game through different objectives, I didn't find many fundamental differences between the various game types and, for me, the lack of thrills made Slime World a trip into tedium. If you're after non-stop action, I'd advise you to give Slime World a miss.





# OBJECTS IN THE OOZE

**There are** plenty of helpful objects lying around which can be collected and used. Standing over an item and pressing down makes the character pick it up, holding A brings up his inventory, left and right scrolls through it and pressing up activates the currently highlighted item.



## CLEANSER

Turns all the deadly slime pools in a room into clean water or safe dry land.



## SLIME SHIELD

Cleans up the user and makes them temporarily slime-proof.



## BOMB

This delayed-action explosive clears a room of all inhabitants and items.



## SLIME GEM

These appear frequently and add to your score.



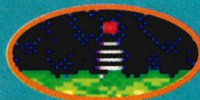
## SUPER SLIME GEM

Cleans the collector up but explodes into deadly red slime when shot.



## SLIME BAIT

Drops a heap of foul matter which attracts slime creatures.



## GUN POWER-UP

Increases the number of shots Todd's gun fires.



## POISON

Loads Todd's gun with a small amount of slime.



## JET PACK

Lets Todd zoom around in the air.

## PAUL'S COMMENT



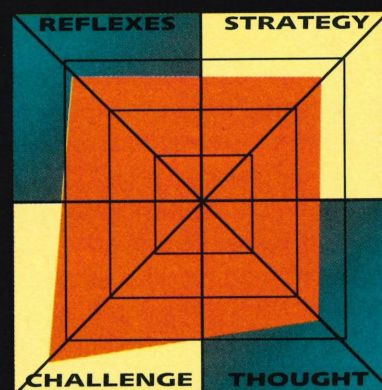
I disagree with Mark on this one. I quite like Slime World because it reminds me of old C64 games like Hero, Rocket Roger and Exile, except that there's a lot more to this. I agree that most of the games are just superannuated maze quests, but there are some quite cunning traps in there to keep you on your toes so anyone after a good exploration game should enjoy it.

I found the Logic game the most interesting variation because it requires thought and timing rather than simple squirting skills, but all the different games are cleverly constructed and are especially enjoyable with two players. As for long-term game-play, Slime World does better than most Megadrive games, though it seems odd in a game like this that you have to play for score rather than endurance. Because points are deducted when you die (rather than lives) the levels are quite easy to complete, so your objective has to be to finish them with the highest score possible. I admit that Slime World probably won't be to some players' tastes, but I'm sure there are arcade adventure fans out there who will enjoy it.

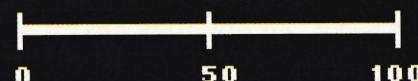
## ● THANKS!

Thanks to Console Concepts (0782 712759) for lending us the cartridge used for this review.

## SLIME WORLD



## % RATINGS



## PRESENTATION

**85%**

THE VARIATIONS ON THE MAIN THEME ARE A VERY GOOD IDEA.

## GRAPHICS

**60%**

NOT BAD, BUT THE SPRITES ARE A BIT CRUDE AND THERE'S NOT MUCH VARIETY.

## SOUND

**74%**

A DIFFERENT MISSION IMPOSSIBLE-TYPE TUNE FOR EACH GAME VARIATION. EFFECTS ARE NOTHING SPECIAL.

## SHORT TERM PLAY

**76%**

QUITE EASY TO GET INTO, BUT REAL SENSATION-SEEKERS MAY FIND IT A TAD BORING.

## LONG TERM PLAY

**80%**

THERE'S A LOT OF GAME TO GET THROUGH, BUT ONLY HARDENED ARCADE ADVENTURERS WILL ENJOY TO THE END.

## MEGATECH RATING

**74%**

SLIME WORLD LACKS MAJOR THRILLS, BUT IS STILL AN ENGROSSING MAZE ADVENTURE.



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MT 7  
STATUS:  
REVIEW

BY: INFORMATION GLOBAL SERVICE

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 5

SKILL SETTINGS: 3



**D**ahna, as a name, isn't quite in the heroic leagues of Conan or Skullcrusher, but it might not be prudent to mention this to the girl in possession of this nomenclature. Dahna was in fact the daughter of the king and queen of a mountain kingdom. She was orphaned when the land was overrun by monsters, and although she escaped, her brother was kidnapped by the hordes. Dahna was eventually found by the mage Daedalus who raised her as a warrior-wizard, in the hope that one day she could avenge the death of her family, although one day he too fell foul of the evil usurpers.

Now is the time for Dahna to launch her bid to free the land from the clutches of the Beast Lord in this platform hack 'em up from Sega, in which Dahna scours the lands for revenge, aided by the beasts she has befriended through her magic. Can she also rescue Daedalus and the prince before they meet their doom?

# DAHNA

## SLING YOUR PANTS



WATCH OUT FOR COLLAPSING PLATFORMS.

**Dahna** is a skilled swordswoman, and as such has a number of techniques at her disposal. Of course there is the standard slashing which is usually good enough for most foot soldiers. Certain enemies may require special techniques to defeat. Airborne foes are often dealt with by way of a deft upward stab, whereas those on horseback may require a succession of jumping downward slashes before biting the dust. Dahna is also quite the acrobat,

being capable of superhuman leaps, and is also able to duck, lie prone and even crawl should the need arise.

## PAUL DANIELS JESUS SCANDAL

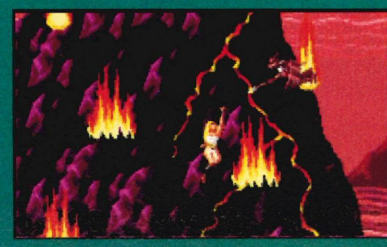
**Dahna's greatest asset** is probably her great command of magic, although she starts the game with no power at all. However, should she stray across any sorcerers, killing them should reveal a power icon. Collecting these gradually fills up her magic bar at the bottom of the screen. Dahna controls three types of magic, each of varying power, so which spells are used depends on how full the magic bar is. Each use of a spell drains the level an according amount, allowing Dahna to cast several spells before completely running out of energy.



A FIREY DEATH FOR HER FOES.



THE FOG BLIMBS DHANA'S ATTACKERS.



THE THUNDER IS HER MOST POTENT WEAPON.

### MARK'S COMMENT



I was in two minds about this game when I first had a go. It's playable, and a game I would go back to occasionally, but I found it really dull if I played for more than fifteen minutes a time.

Despite their tiny size, I really liked the graphics, although I think more could have been made of the sense of scale, like including bosses that really dwarf the small heroine. The ability to ride on the different creatures is a nice touch, but you don't get to use them for long enough, which is a shame. What really detracts from the game are the poor backdrops; they really are bad, and while you can't condemn a game solely on the weakness of its graphics, decent backdrops would have added more incentive to see the next level. Dahna is fun enough, but it's not a top-of-the-list game.



# HEAD 'EM UP AND MOVE 'EM OUT

## At certain points

through the game, Dahna is able to hitch a lift on one of her monstrous pals. For instance, the first level is played with Dahna sitting on the back of a green giant. Enemies can be destroyed either with his fists or, rather messily, by jumping on them. Sadly, at the end of the level, the giant is whisked away by the Beast Lord and enslaved upon a ship. Still, it is possible to rescue him at a later date—although escaping from the giant squid preparing to eat you both is a different matter! Other pals of Dahna's include a fire-breathing Griffin who transports the lass through the evil-infested night skies in a couple of shoot 'em up style stages.



MASH THE BAD GUYS WITH THE GIANT.



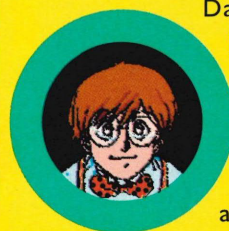
THE HORSE HAS NO ATTACKS OF ITS OWN.

On a more mundane level, Dahna also has a friendly horse who is more than happy to showjump its way downhill with her braving the enemy cavalry and pike-wielding footmen. It must have something to do with her perfume.



THE GRIFFIN CAN SPIT DEADLY FIREBALLS.

## PAUL'S COMMENT



Dahna is like a more platformy version of Golden Axe; a lot of the moves are similar and the feel of the game is very close, though, overall, it's not as impressive. The graphics vary in quality, some of the sprites are excellent, displaying some great animation, and there's some nice parallax scrolling but the backgrounds are terribly drawn in garish colours. The designers have come up with some good ideas which add to the playability; the layout of each level has obviously had some thought put into it, and the beast-riding bits add a lot to the game (which wasn't true of similar bits in Golden Axe). Dahna also presents a decent challenge, even to experienced platform fans, and at the end of the day it's only fault is a slightly tricky control method which results in screams of "But I didn't mean to do that!". Near pixel-perfect jumps are required on occasion, and to have your game ended by a sudden joystick mistake is annoying. A pity, really, because with a bit more play-testing and better graphics Dahna could have been an even smarter game than it already is.

## ALTERNATIVELY



## GOLDEN AXE

PRICE: £34.99

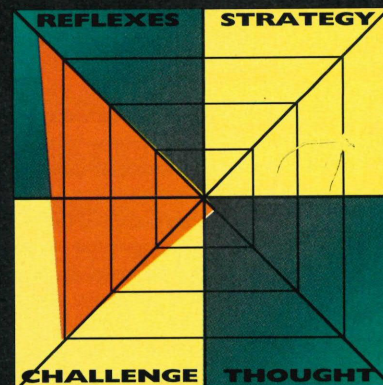
BY: SEGA

Another platform beat 'em up with a fantasy theme and a similar approach to magic. Golden Axe has a much greater emphasis on combat and has better graphics. A classic Megadrive game which no MD owner should be without.

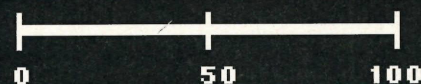
MEGATECH RATING: 94%



## DAHNA



## % RATINGS



## PRESENTATION

78%

OPTIONS, INTROS, INTERMISSIONS AND STORY SCREENS. SHAME THEY'RE A BIT DULL THOUGH.

## GRAPHICS

76%

SPRITES, BACKGROUND AND ANIMATION RANGE FROM GOOD TO POOR.

## SOUND

82%

ENTERTAINING TUNES AND SPARSE, BUT REASONABLE EFFECTS.

## SHORT TERM PLAY

78%

LIKE MOST GAMES OF ITS ilk, DAHNA IS EASY TO GET INTO AND IS GOOD FUN TO START WITH.

## LONG TERM PLAY

71%

IT'S PRETTY BIG AND VERY TOUGH, BUT LACKS A REAL HOOK TO KEEP YOU AT IT TO THE END.

## MEGATECH RATING

72%

A COMPETENT MIX OF PLATFORMS, SWORDS AND SORCERY, LET DOWN BY IFFY GRAPHICS AND CONTROLS.







MT 7  
STATUS:  
REVIEW

BY VIRGIN

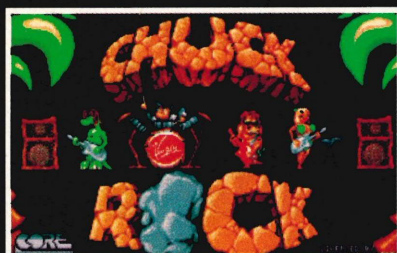
PRICE: £39.99

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: 0

SKILL SETTINGS: 1



**C**avemen had many things to contend with, it must be said, such as establishing their position on the evolutionary ladder and dealing with their brains being the approximate size of a walnut. But poor Chuck Rock has an extra worry on his plate, his long-time girlfriend Ophelia has been snatched from him by his lust-crazed and ruthless cave-rival, Gary Gritter. To make matters worse, Gritter has legged it to his hideout which lies many miles from Chuck's abode, and has soured the dividing distance with his fiendish monsters and traps (even though dinosaurs died out years before Chuck and the rest evolved).

Chuck must now cross five platform environments (each with three subsections) in his search for justice, armed with nought but his deadly gut, a surprisingly fearsome weapon capable of disabling lesser opponents with a single pelvic thrust. Can Chuck rescue his girl, or is this the end of evolution as we know it?

# CHUCK ROCK

## PALEOLITHIC PAUNCH POWER



BELLY-BUTT THE ENEMY.



THE BLOWS HAVE TO BE WELL TIMED



USE ROCKS FOR PROTECTION...



...OR LOB THEM AT DINOSAURS.

saved by placement of a rock, giving Chuck that extra bit of height. Rocks also make good stepping stones when dropped into water, swamps or lava. Although they only float for a short time these buoyant boulders allow Chuck to cross liquids in safety.

**Most people** with a belly as unfeasibly rotund as Chuck are constantly the butt of jokes about their eating habits. Not so Mr Rock, though, for his paunch is the terror of primeval pre-history. When faced with danger, a quick stab at the fire button unleashes Chuck's bay window of doom, which is usually enough to stun most of his enemies and send them spinning off the field of play. Larger creatures may need two or three belly butts before biting the dust, so always prepare to leap out of the way if a stomping death charge isn't halted first time.

## ROLLIN' ROCKS

**Although Chuck's** momentous midriff is good enough for most situations where things turn nasty, it is his skill with stone manipulation which is his greatest asset. True to his name, Chuck is very good at throwing rocks and this being the Stone Age, there are plenty of these lying around the landscape waiting to be picked up. Chuck can carry one rock at a time, and the bigger the rock the slower Chuck can move and the less athletic his leaps become.

Still, the uses of boulders are manifold. For starters there is their obvious combat potential; a swift rock to the head is often enough to silence most nasties. Rocks also protect Chuck from falling objects by deflecting them like an limestone umbrella, ideal around flying enemies and rock falls. Rocks have one final essential use to Chuck insofar as they make fine portable platforms. Certain platforms leading to later parts of some levels are too high, but the day can be



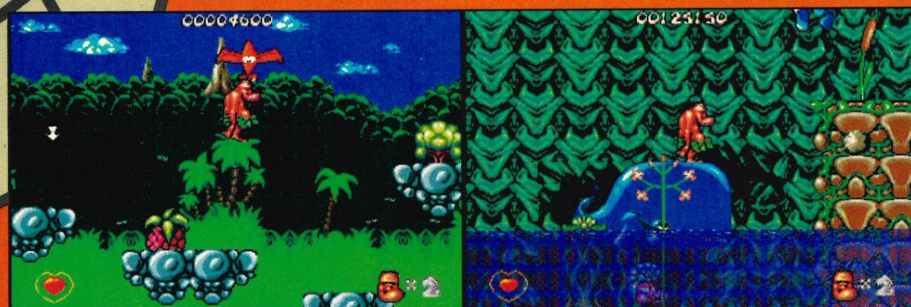
# BESTIAL BUDDIES



**Stones and stomachs** may suffice for the majority of the game, but there are times when only a dinosaur will do. Luckily, Chuck has plenty of scaly pals dotted around the game ready to help him out. Should there be a stretch of swamp which is otherwise impassible, even with the aid of floating rocks, jump on the back of a brontosaurus and watch as the cold-blooded herbivore carries you to safety!

If there is a long gap between platforms high in the air, wake a sleeping pterodactyl with a belly butt and gasp as he obediently carries Chuck over to the other side.

Dozing crocodile-type dinos lying on rocks need slightly more forceful persuasion. Stand on their tail and drop a large rock onto the poor creatures head - hey presto! - an instant see-saw to catapult Chuck over walls.



Other handy dinosaurs, once again of the snoozing variety, are the snakes found curled up on the edges of certain platforms. Whack these with your flabby sternum to stun them, they will now lie harmlessly out over the gap, bridging enough air for Chuck to make it to the next ledge.

Far left: Butt the bird to get it to give you a lift.

## MR ROCK'S PRE-HISTORY

**Chuck Rock** may be new to Megadrive owners, but he has actually been around for some time on the 16 bit home computers. Chuck was created by the boffins at Core Design, an independent English software production company who are also responsible for last months groovy Corporation, another conversion from the ST and Amiga. Despite their seeming inexperience in the consoles field, it was the Core chaps themselves who recoded both games for the Megadrive, along with Master System Chuck Rock.

## UNGA BUNGA!

**Chuck Rock** not only looks like a caveman, but he sounds like one too, and that's official! Some of the sounds effects in the game have been licensed from Hannah Barbera cartoons, leading to fine samples from such animated delights as Stone Age staples the Flintstones to cult cave classic Captain Caveman!



THE AMIGA VERSION...



...AND ITS MEGADRIVE COUNTERPART



DON'T GET CAUGHT FROM BEHIND.

## MARK'S COMMENT

This is definitely surprise game of the month for me. I didn't see much of the Amiga version, but I what did see didn't appeal to me. I found Megadrive Chuck Rock, however, instantly playable. The graphics are extremely colourful and well drawn, and there are some highly imaginative sprites. All this is combined with really challenging gameplay and lot of variety too. Each level has a completely different set of creatures which require new tactics to deal with, and fresh puzzles are always turning up, which makes it very difficult indeed—a rare quality in many recent Megadrive titles. This isn't a wholly original game, and it's coming on for two years old now, but that doesn't stop it being a very competent and highly addictive platform game. With this and Corporation, Core are certainly proving themselves to be excellent Megadrive programmers. I only hope that someone has the sense to let them produce their excellent Amiga helicopter sim, Thunderhawk, for the Megadrive as well.





# MESOZOIC MEALS

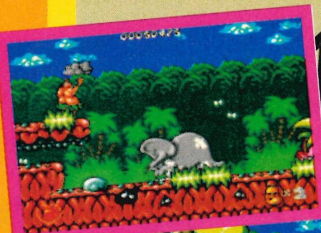


**In order to keep his figure,** Chuck is constantly eating. Just because he's on a mission to rescue his true love is no reason for him to interrupt his diet, so naturally food plays quite a part in Chuck Rock the game. Littered around the landscape are lots of tasty treats, if Chuck collects these (by walking over them, which might destroy their texture a little) he is awarded many bonus points for being kind to his gut.

# LIMES LEVEL

There are five cave-packed levels in from the last in terms of graphics, e

## LEVEL ONE



USE ROCKS TO KILL THE TRICERATOPS



Chuck starts his quest in the swamp-land jungle that is his home. Trees and plants conceal some deadly adversaries from the rather mundane evil pterodactyls through cute looking mini dinosaurs whose mouths suddenly split open to swallow our hero to fluffy pink dinosaurs who split into smaller saurians when hit.

## LEVEL TWO



Level two is set in an underground cave system containing a hamster-driven lift system. Spiny hedgehogs and tunnelling mud monsters are the main foes here, but watch out for the lava pools which conspire to send Charles to a fiery grave.

## LEVEL FOUR



The fourth level sees Chuck arrive at the frozen Northern Wastelands. Once again, some of the level is set underwater, although most of the danger to Chuck is posed by plummeting icicles and frozen lizards (who slide across the ground encased in ice). There are also friendly mammoths to help though, who help Chuck reach difficult spots by tossing him there with their horns or blowing him out through their trunks!

## LEVEL FIVE



The final level is set in the spooky Dinosaurs Graveyard. Skeletal monsters and fossils are the main source of aggravation here,

although the heart-rending sight of a dead cartoon dino lying on its back could cause irreparable emotional damage to Chuck.





# TONE S

Chuck Rock, each being very different enemies and hazards.

## LEVEL THREE



Most of this level is set underwater, although there are some islands around upon which Chuck finds bonuses and more dinosaurs.



THIS UNDERWATER DINOSAUR BLOWS STREAMS OF BUBBLES AT CHUCK.

Unfortunately, being human (barely), Chuck can only hold his breath underwater for a limited period of time, indicated by his face gradually turning blue. This makes it imperative for him to find open air as soon as possible or suffer for his loss of direction.



KICK THE MASTODON IN THE NOSE TO FINISH IT OFF.

## ALTERNATIVELY



### MICKEY MOUSE IN THE CASTLE OF ILLUSION

PRICE: £39.99

BY: SEGA

Superb graphics, sound and excellent gameplay makes this a platform game a cut above the others. A bit easy in NORMAL mode, but excellent overall.

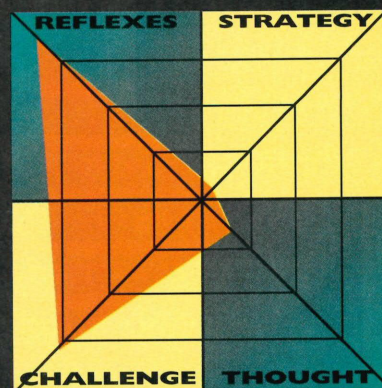
MEGATECH RATING: 93%

## PAUL'S COMMENT



A platform game converted from an old Amiga title might not seem to be what the Megadrive needs right now, and in truth something a bit more original would be welcome. Still, Chuck Rock is actually surprisingly good. The graphics are excellent, with large, clear and detailed sprites, loads of colour and some smart animation, whilst the backgrounds range from okay to brilliant. The sound is pretty good too, the tunes are a little avant garde to say the least, but the effects, especially the cartoon samples, are top notch. What really makes Chuck Rock a good game however is the amount of different things to do. The action changes from platform to puzzle to beat 'em up and back. None of the puzzles are difficult to solve, but they provide a welcome break from simple run and jump stuff. However, Chuck Rock is not without its flaws. The game is just a mite slow which can make repeating earlier levels monotonous; you just want to zip through instead of plodding around. Chuck Rock is a fine game which you should at least try out, but don't expect the earth to move.

## CHUCK ROCK



### % RATINGS



### PRESENTATION

88%

NICE ANIMATED INTRO SCREEN, SELECTION OF OPTIONS AND PRECISE IN-GAME PRESENTATION.

### GRAPHICS

93%

CLEAR, DETAILED SPRITES, LOTS OF COLOUR AND GREAT ANIMATION.

### SOUND

90%

WEIRD, BUT ODDLY APPEALING TUNES, AND LOADS OF QUALITY EFFECTS TO MAKE YOUR EARS DROOL.

### SHORT TERM PLAY

90%

ADDICTIVE FROM THE WORD GO, AND IS PLAYABLE ENOUGH TO HAVE YOU INSTANTLY ENAMoured.

### LONG TERM PLAY

82%

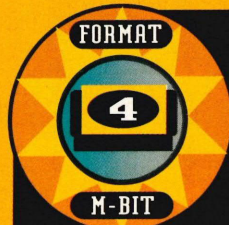
CHUCK ROCK IS FAIRLY TOUGH AND SUFFICIENTLY ENJOYABLE TO KEEP YOU PLAYING.

### MEGATECH RATING

86%

A FAB PLATFORM GAME WITH INNOVATIVE FEATURES WHICH COULD DO WITH A SLIGHT UPTURN IN PACE.





MT 7  
STATUS:  
REVIEW

BY SEGA

PRICE: £39.99

PLAYERS: 1

GAME TYPE: ACTION

CONTINUES: VARIABLE

SKILL SETTINGS: 2



**T**he law-abiding citizens of Gotham are preparing to celebrate their city's two hundredth anniversary, an occasion for making merry—or so you'd think. In Gotham's dingy back streets the psychotic criminal who calls himself The Joker is planning to murder thousands of people at the gala parade using deadly Smilex gas. There's only one crime-fighter in Gotham capable of combating The Joker's plan, the mysterious vigilante known as the Batman.

This Sunsoft interpretation of the 1989 Batman movie has just been released officially after selling well for two years on import. It takes the form of a multi-level platform game which borrows six scenes from the movie as its inspiration. In the four platform sections of the game Batman patrols the streets of Gotham, the Axis Chemical Factory, The Flugelheim Museum and the Gotham Cathedral beating up The Joker's henchmen who are out to nail his head to the coffee table. There are also two sideways-scrolling shoot 'em up scenes in which Batman is at the controls of the Batmobile and the Batwing.

# BAT

## “WHERE DOES HE GET THOSE TOYS?”



**Batman spends most** of the game on foot, dealing with the Joker's henchmen using brute force, agility and his 'bat' gadgets. He punches and kicks his way through his opponents, most of whom go down after one blow. Tapping the jump button twice launches the caped one into an aerial somersault, which gives his leap extra distance.

Batman also has a limited supply of Batarangs, small projectiles which stun any villains who are taking pot-shots from a distance. He can also winch himself up to lofty platforms with the help of the Batgrapple pistol.

LEFT: BATMAN AND VICKI VALE SWING TO SAFETY AT THE END OF THE FLUGELHEIM MUSEUM STAGE.

## TO THE BATMOBILE!



THE GRENADES HURLED FROM THE PASSING CARS ARE NO MATCH FOR THE BATMOBILE'S ROCKETS.

**Out on the streets,** the Batmobile is the ultimate car and Batman uses it to get to the Flugelheim museum where Vicki Vale is being held by the Joker. The road may be packed with Joker's staff cars and even a few tanks (don't remember those from the film) but clearing a route through the traffic is made easier by the Batmobile's bonnet-mounted machine guns and guided missiles.





# MAN

## BATWINGS OVER GOTHAM



**For his journey** to the final showdown in Gotham Cathedral, Batman takes to the skies in the Batwing. This futuristic aircraft is armed similarly to the Batmobile, with twin cannons and a limited supply of homing missiles. These see plenty of action as Batman takes on The Joker's crack helicopter squadron and the carnival balloons he has filled with poison gas. All this culminates with a face-off against a giant helicopter gunship which fills the skies with deadly rockets.

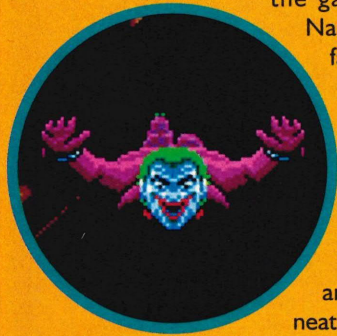
**LEFT: PUNY HELICOPTERS ARE NO MATCH FOR THE BATWING.**

**BELOW: JACK NAPIER SLIPS AND FALLS INTO A VAT OF TOXIC WASTE.**



## LAUGHING BOY

**The Joker** makes three appearances during the game. His first is as maniac-criminal Jack Napier, who's hiding out in the Axis chemical factory. Hit him once and, true to the movie, he falls into a vat of noxious chemicals which turns him into the pasty-faced crazy known as The Joker.



Next he shows up at the Flugelheim museum where he's holding Batman's girlie, Vicki Vale, hostage, although he doesn't put up any resistance here. This scene ends with a neat sequence showing Batman swinging to safety with Vicki (just like he does in the flick).

The Joker's final appearance is at the top of the Gotham City cathedral. This time Batman gets to deal with him face to face, which isn't easy as the Joker is packing a bi-i-i-gun and has a couple of diabolical tricks up his sleeve, namely the ability to generate bolts of electricity and fireballs.



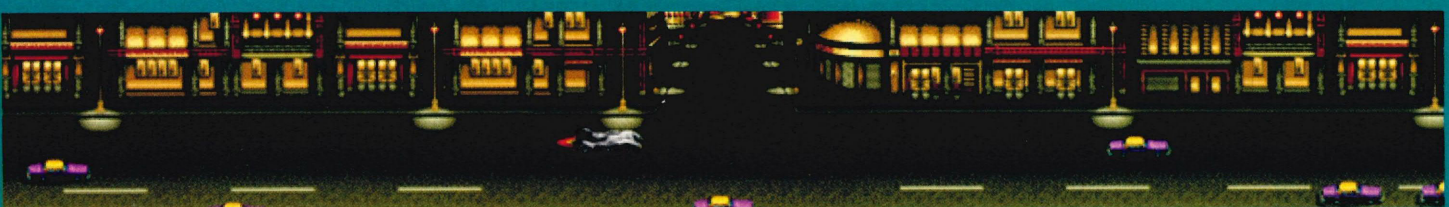
**NEVER TURN YOUR BACK ON A CLOWN.**

## MARK'S COMMENT



Seeing as I'm probably the only person in our office who never played Batman when it came in on import, I really didn't know what to expect. I have to say it's not as good as I thought it would be. One thing that disappointed me was the lack of versatility of the main character; without the Batarangs all he can do is punch, kick, jump and use the Batgrapple. Some extra weapons or more offensive moves would have been welcome. This is where a game like Spiderman has a definite edge, as there's so much you can do with that character. That said, the game is very close to the film. All the major scenes have been faithfully reproduced, it's playable, the gameplay is varied and it looks and sounds good. If you haven't seen it yet, I recommend you pay it some attention next time you go to by a game.

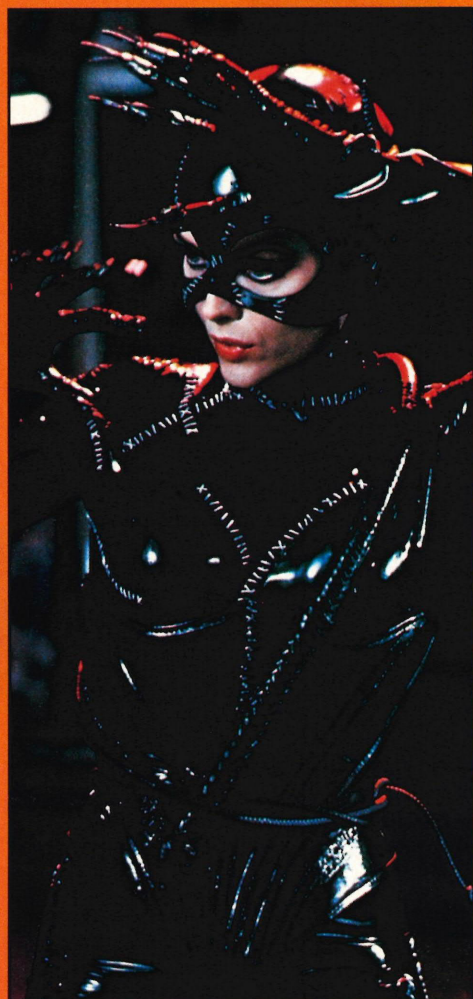
**BELOW: THE STREETS ARE CRAWLING WITH THE JOKER'S HENCHMEN.**







# THE DARK KNIGHT RETURNS



**It looks like** Batman will be one of the most useful licences Sega has ever acquired because following this Megadrive game are two more!

The Caped Crusader will be taking on the Joker once more in *Batman II: Return of the Joker*, which is scheduled for simultaneous world-wide release later on this year and like the game reviewed here, it's being programmed by Sunsoft.

Of course, there will be a game of the new Batman movie, *Batman Returns* (which, incidentally, is on general release from July 10th), and this will be released next year on Mega-CD as well as cartridge. Sega promise that the CD version will feature plenty of digitised scenes from the film, which this time pits Batman against Cat Woman and The Penguin.



## ALTERNATIVELY



### DICK TRACY

PRICE: £39.99

BY: SEGA

Another movie licence, which features similar platform punch-up gameplay, mixed with the occasional driving and target shooting exercises. Perhaps a less exciting character, but a more meaty game.

MEGATECH RATING: 89%

## PAUL'S COMMENT



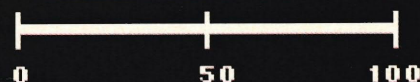
This was a real wow when it first came out, but time stands still for no Batman, and it's since been surpassed by games like *Spiderman* and *Dick*

*Tracy*. The graphics and presentation are still pretty classy, but the gameplay is just too simple. There's no skill to beating up the bad guys, nor even to climbing around the landscape so it doesn't take too long to beat the game, and once you've done that there's not much impetus to play it all the way through again. The Batmobile and Batwing sections are the best parts of the game, but unfortunately they come to an end just as you're starting to enjoy them. Compared to similar Megadrive titles this is pretty mediocre stuff, and if you're after a Batman game my advice is to wait and see what Sunsoft have put into the sequel before unleashing forty quid on this instalment.

## BATMAN



## % RATINGS



## PRESENTATION

82%

NOT MANY OPTIONS, BUT NICE SCENE-SETTING SEQUENCES.

## GRAPHICS

89%

NOT MUCH VARIETY, BUT THE SCENERY IS SUITABLY DARK AND ATMOSPHERIC.

## SOUND

82%

A GOOD VARIETY OF DECENT TUNES.

## SHORT TERM PLAY

85%

ATTRACTIVE GRAPHICS HELP HOLD INTEREST FOR A WHILE. THE BATMOBILE AND BATWING SEQUENCES ARE GOOD.

## LONG TERM PLAY

67%

ALL TOO EASY. NOT A GAME YOU COULD COME BACK TO AGAIN AND AGAIN.

## MEGATECH RATING

77%

A GOOD INTERPRETATION OF THE FILM; COMPARED TO SIMILAR GAMES IT'S NOTHING SPECIAL.



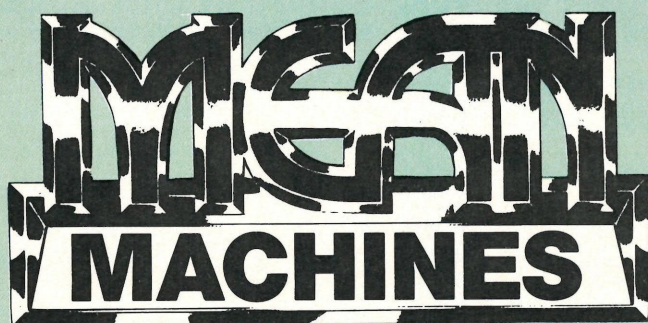


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COULD GET A  
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LIKE OURS !**



With Summer on the way, all conscientious console kids should be getting their mitts on the totally excellent and bodacious Mean Machines t-shirt. It is the essential fashion accessory for all dedicated console gamers - and is unprecedented in the looking totally cool department.

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# TECHNIQUE

# ZONE

Welcome to another full-to-the-brim, free-to-you-missis-with-this-copy-of-MegaTech, Technique Zone. Inside you'll find loads of bijou tipettes, playing guides to Pitfighter and Shining in the Darkness.

Don't forget we'll give five games to the supplier of the best tip(s) of the month, so remember to list your choices with your submission. Get cracking and post your pearls of wisdom to Technique Zone, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

A selection of next month's Technique Zone cheats are available by dialing the Hyper Technique Line on 0839 500 807. Calls cost 36p per minute (cheap rate) and 48p per minute (all other times).



## JOHN MADDEN '92

TZ: 1/15 BONUS POINTS  
FROM: ROBERT ALLEN, BEDFORD



AIMING TO THE FAR LEFT OR RIGHT USUALLY WORKS.

**Why** punt when you score from almost any position? This bug discovered by Robert Allen takes a little practice to begin with but it's worth perfecting. Select field goal when you're on your fourth down, and aim the shot to the nearest side of the pitch. If the ball lands on the white side line you'll score three points.



## GOLDEN AXE 2

TZ: 2/15 INFINITE MAGIC  
FROM: CHRIS LLOYD, CHESTER



DON'T POWER-UP TO MUCH OR THE GAME WILL CRASH.

**While not as good** as its predecessor, Golden Axe 2 does have one interesting quirk. At the end of the first level, hold down A while you're attacking the boss. Let go when the story screen appears. During the rest stage don't collect any magic, touch or hit the wizards. Cast a spell at the start of the second level and you'll now have infinite magic. You can actually let the magic power-up past the gauge, which lets you cast the other character's spells, but, more often than not, it leads to the game crashing.



## SOL FEACE

TZ: 3/15  
OPTIONS SCREEN  
FROM: PETER CRAY, STRATFORD



MY99 GIVES YOU 99 LIVES.

## This is the first CD game

to be featured this month, and has the best tips of the lot. On the title screen press A, B, C, A, B, C, B, C, B, and you'll hear a sound. Press start and go to the options screen and you'll see a stage select and lives selector. For invincibility press A and Right simultaneously several times and an icon will appear to let you know the cheat's been activated, then hold down A and start the game.





**EARNEST EVANS**  
TZ: 4/15 LEVEL SELECT  
FROM: PETER WILKINS,  
HAMPSHIRE



THE CHEAT ADVANCES YOU ONE LEVEL AT A TIME.

## Peter Wilkins

has unearthed a level select cheat in this disappointing CD game. For those who own a copy, pause the game at any time the press Up, A, Down, B, Left, A, Right, B, unpause and you'll be able to teleport to any level.



**HELLFIRE**  
TZ: 5/15 LEVEL SELECT  
FROM: ROBBIE CUNNINGHAM,  
LANARKSHIRE



FIRING ANOTHER HELLFIRE DISABLES THE CHEAT.

## We couldn't actually get

this to work on our copy of the game, but we probably have Mark's dodgy timing to blame for that so give it a try anyway.

Get to the last boss on level one and deal with him in the normal way. Fire a Hellfire the split second he disappears off the bottom of the screen, if you time it right the border goes yellow. According to Robbie, you'll now start the second level impervious to damage. Try to have the maximum amount of power-ups before you activate this cheat as you can't pick anymore up once you're invincible. Don't fire off any more Hellfires though, as this reverts your ship back to its normal mortal state.



**SPIDERMAN**  
TZ: 6/15 HIDDEN PASSAGE  
FROM: KARL SMITH,



THE 'JUMPERS' CHEAT WORKS ON ANY DIFFICULTY SETTING, THE OTHER ONLY WORKS IN NIGHTMARE MODE.

## This cheat

only works in nightmare mode. Start the game, kill the first thug and swing over the dog. Now jump onto the first crate on the right of the room. Crouch down and crawl toward the wall. You should pass straight through it and arrive at the forklift truck.

As an added bonus, here's another tipette from Simon Ashley-Rogers. To get rid of the mutant jumpers in the sewers, get them to follow you into the pipe you came out of, leave the pipe again then go to the platform with the rats. For some reason the jumpers leap through a wall and disappear for good.



**ARCUS ODYSSEY**  
TZ: 7/15  
PASSWORD  
FROM: ROSS TIZARD,  
SOUTHAMPTON

## A simple one, this.

Enter EEEEEEEEEE as the password and you'll start the game on level five with six reverse dolls.



**KLAX**  
TZ: 8/15  
EASY MODE  
FROM: ROSS LEITCH,  
TRANET

## For those having trouble

with Klax, here's an easy-to-find training mode. Just go to the option screen and press C ten times to make the hidden 'easy' option will appear.



**BUDOKAN**  
TZ: 9/15  
WIN ALL MATCHES  
FROM: KARL SMITH,

## Go straight to the Budokan

without training. When the match starts hold down-left on the D-pad which should result in you blocking all your opponent's blows. While this is happening your Ki will grow. When it reaches maximum all it takes is one hit to finish off your opponent.



**HEAVY NOVA**  
TZ: 10/15  
BONUS POINTS  
PAUL REED,  
NEWCASTLE

## Not many people own

this game, or know that If you can beat any boss without missing with a single blow you get a massive 1,000,000 points perfection bonus

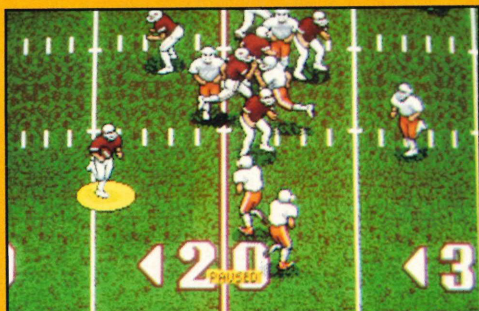


**RINGS OF POWER**  
TZ: 11/15  
MULTIPLE GROATS  
MR S. J. LIMBRICK,  
DEAL

## Here's a cheat

designed to make you the richest person in the whole game. First go to the secret temple at 32',2"-6',6" and raid the four chests inside. Leave the building. Go back inside and the chests will have magically refilled. You can repeat this process as many times as you want.



**JOE MONTANA 2**T2: 12/15 CODES  
FROM: DARREN WELLS,  
SUTTON-ON-TRENT

TAKE EVEN THE WORST TEAM TO THE SEGA BOWL

**Here's a way** to tailor-make your match-ups any time in the season. All you have to do is enter the code as ?AA?AAAAA. Replace the first question mark with the letter or number of the team you want to play, and the second with the letter that corresponds to the week. For instance VAATAAAAA would be Phoenix at the Sega Bowl.

**FIRST LETTER**

A=Atlanta  
B=Buffalo  
C=Chicago  
D=Cincinnati  
E=Cleveland  
F=Dallas  
G=Denver  
H=Detroit  
I=Green Bay  
J=Indianapolis  
K=Kansas City  
L=Houston  
M=Los Angeles - A  
N=Los Angeles - N  
O=Miami  
P=Minnesota  
Q=New Orleans  
R=New England  
S=New York - N  
T=New York - A  
U=Philadelphia  
V=Phoenix  
W=Pittsburgh  
X=San Diego  
Y=Seattle  
Z=San Francisco  
0=Tampa Bay  
I=Washington

**FOURTH LETTER**

B=Week one  
C=two  
D=three  
E=four  
F=five  
G=six  
H=seven  
I=eight  
J=nine  
K=ten  
L=eleven  
M=twelve  
N=thirteen  
O=fourteen  
P=fifteen  
Q=sixteen  
R=playoffs round one  
S=playoffs round two  
T=Sega bowl

**TWO CRUDE DUDES**T2: 13/15 INFINITE LIVES  
FROM: ROBERT OLDSON,  
HERTS.**This is a tried**

and tested cheat that seems to work on almost every beat 'em up-including this one. Play a one



YOU CAN'T PLAY A TWO-PLAYER GAME WITH THIS CHEAT.

player game, plug a second joypad into port two, then when you die, hit start on pad number two. You can keep repeating this process in reverse to give you what effectively amounts to infinite lives.

**TURRICAN**T2: 14/15 LEVEL SELECT  
FROM: RICHARD GEDDES,  
CARLISLE.**This makes**

Turrican a bit more palatable. Go to the options screen and put the arrow on EXIT.

Then, pushing down on

the D button, press A, B, B, A, B, A, A, B, A, A, B, A, A. And lo, another options screen appears which lets you switch various game parameters to infinity and provides a level select. Press start to switch the various cheats on and off.

**FAERY TALE ADVENTURE**T2: 15/15 LEVEL SELECT  
FROM: ASIF AKHTAR,  
LONDON.**Good old Asif Akhtar**

He's sent in an alphabetised array of tips including this code for the final part of the game. If you want to end the agony now, use this code and read on.

7 R 2 K V L  
6 R S Z X S  
K 6 N H G S  
D C B 7 2 0  
6 6 3 R I 2  
H 0 7 8 5 P

This should put you outside the astral world. Go inside and keep going east, then south, then north, then west until you reach a dark area. Enter and you should find that your controls are reversed. Go to the top of the orange area, and keep going. The controls should be back to normal, and you should come across the final baddy.

In the astral world the green squares are safe, the blue ones are very slippery and the orange ones will let you move at double speed.



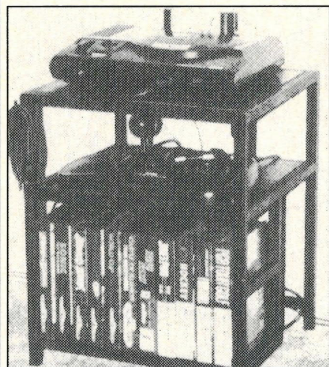
THIS SAVES A LOT OF PLAYING.



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# HYPER TECHNIQUE ZONE

# PIT

Our own  
mini-Sensei,  
Mark  
Patterson,  
used the  
martial  
secrets which  
have made  
him the terror  
of the North  
London street  
scene to bring  
you some top  
combat  
techniques  
for this jolly  
Tengen  
conversion.

## KATO



### SPECIAL MOVE Power punches

Unleashes a deadly combination of punches which results with the bad guy being floored.

Executed  
A+B+C



### Move Throw

For best results hurl your opponent into the crowd, this way they might get slapped around by the audience as well.

Executed  
A+B



### Move Kick+elbow

As your adversary is getting up from the mat open up with a kick, then step in with an elbow. This should result in the guy being decked straight away.

Executed  
B+A



### Move Somersault

Pressing right or left twice causes Kato to perform a sideways somersault. Pressing up or down twice makes him leap to the back or front of the arena.

Executed  
Double tap



### Move Big elbow

Guaranteed to stun an opponent in one move, follow up with a kick and an elbow.

Executed  
D-pad+A



### Move Block

This is a strange looking move, it doesn't seem to do much, but Jeff our martial arts expert reckons (strokes chin) that it's a block.

block(?)  
A+C+D-Pad

## YOUR OPPONENTS



### THE EXECUTIONER

Punch him then kick him while he's down and you should have no problems beating him.



### SOUTHSIDE JIM

Both Ty and Kato are much faster so use kicks and punches. Buzz should use punches and piledrivers as he gets up



### ANGEL

Once she's hit the deck use kicks and elbows to prevent her getting up. Buzz's slam will make short work of her.



### MAD MILES

Miles is a softy.. Pick up a pole and time your hits. Disarm him with your special attack or timed hit if he gets a pole of his own.



### CC RYDER

You should have no trouble beating CC provided he doesn't get hold of a stick. If he does, get one yourself or wade in with kicks.



### CHAINMAN EDDIE

Watch out for his running headbutt as it'll force you into the crowd. Keep just below him and hit him with a special move.



### THE WARRIOR

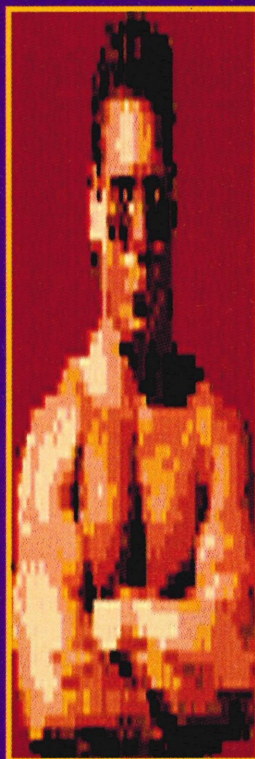
Get the weapons while he's posing then let rip with everything you've got. Buzz will have a hard time here because he's so slow.



# FIGHTER



## BUZZ



**SPECIAL MOVE Executed**  
**Piledriver A+B+C**

Stand by your opponent and use this move just as they're getting up. You're almost guaranteed to smash their heads into the ground every time.



**Move Executed**  
**Splash A+B+C**

Basically this makes Buzz jump gut-first onto his downed opponent.



**Move Executed**  
**Headbutt D-pad+A**

You need to be pretty close to get this move right, but it'll always put your opponent down. Follow up with a splash to knock them for six.



**Move Executed**  
**Slam A+B+C**

Execute this at a greater distance than a piledriver. It'll result in Buzz throwing the victim halfway across the arena.

## KARATE KIDS

The best form of attack is to alternate between kicks and punches which gives you a very quick offense. The special moves are OK if you want to show off, but by the time your character has posed after executing theirs, their opponent will have got off the floor and is guaranteed to get their next blow in.

Never miss an opportunity to kick someone when they're down. For the best move push towards them and kick. Always keep an eye out for power-pills, which appear frequently on the later levels.

If you pick up your opponent, hurl them into the crowd. That way an audience member is likely to cause them even more damage than you would.

Kato and Ty always perform a little warm-up before fighting, which leaves them vulnerable. To avoid this don't press a button when the match starts, which will leave the digitised picture of your opponent on screen while your character warms up. In the mean time the other guy won't attack you.

## TY



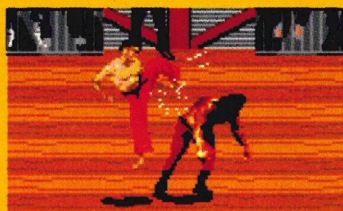
**SPECIAL MOVE Executed**  
**Cross kick A+B+C**

This move guarantees a knock-down, although Kato shows off a bit after doing it, which leaves time enough for his opponent to get up.



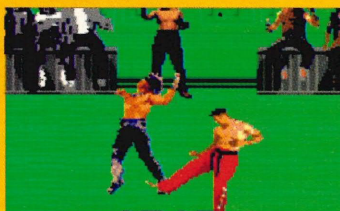
**Move Executed**  
**Big elbow A (fast)**

Keep close to your downed foe and rapidly hit the A button. The majority-move here will be an elbow, which is strong enough to keep them grounded.



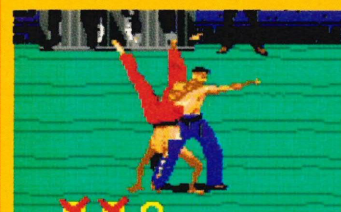
**Move Executed**  
**Knee smash A twice**

You have to be real close for this move. Hit A once to grab your opponent's head, then hit it again to launch a flying knee to their chin.



**Move Executed**  
**Axe kick D-pad+B**

Once you've downed your adversary, push towards him and hit B to perform an axe kick to his or her's vitals. Use the jump button to do a jumping axe kick.



**Move Executed**  
**Cartwheel Double tap**

Pressing right or left twice causes Kato to perform a sideways cartwheel. Pressing up or down twice makes him leap to the back or front of the arena.

For an instant KO in the grudge match, cartwheel towards your opponent then perform a special move.





# HYPER TECHNIQUE ZONE

# SHINING IN

HYPER  
TECHNIQUE  
ZONE

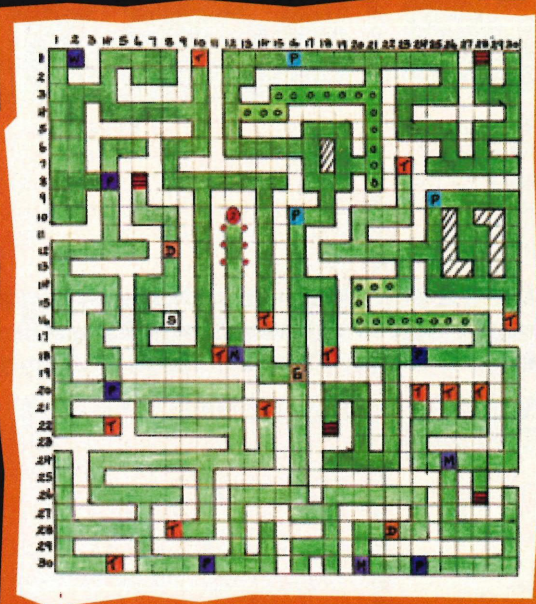
Fred Collins of Dunfermline sent in these excellent maps of the five levels of Shining In The Darkness, along with guides to the four cave levels. They're so good, we decided to award him this month's prize of five games. Let us know which ones you want, Fred.

To make things easy, you can use the co-ordinates (read across, then along) to find the equipment on each level.

## KEY

	Stairs
	Water monsters
	Grimwall—use Orb of Truth
	Treasure
	Doors—use Dwarf or rune key
	Ooze—takes magic points from Milo and Pyra
	Roaming monster
	Puddle on the ground
	Rotating platform
	Bars—Cell key opens all bars
	Traps—Find mystic rope to climb up and down

## ENTRANCE LEVEL

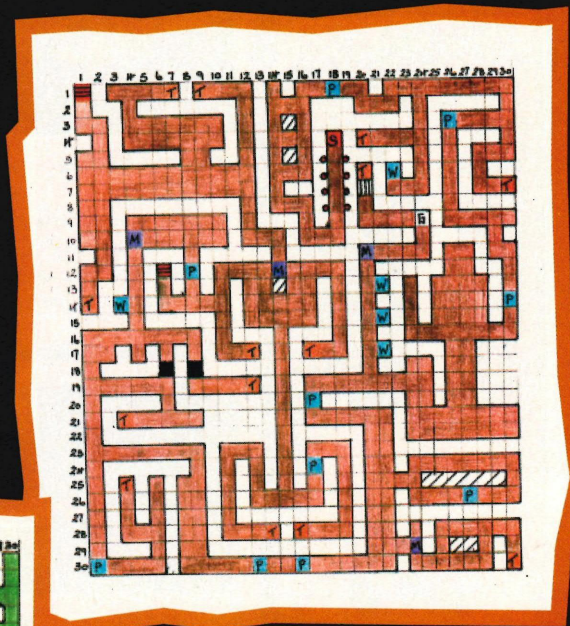


The exit to level two—does not appear until you pass four trials.

### WATCH OUT FOR...

4,22	Herb
4,30	Herb
10,1	Herb
23,8	Smelling salts
8,28	50 gold coins
14,16	100 gold coins
18,18	100 gold coins
11,18	Royal tiara—Kill Kaizer Crab first
14,21	Bronze knife
30,16	Morning star
28,24	Wall opens after passing Trial of Strength
28, 6	Stairs to Cave of Strength (first trial)
18,22	Stairs to Cave of Courage (second trial)
28,1	Stairs to Cave of Truth (third trial)
6,8	Stairs to Cave of Wisdom (fourth trial)

## CAVE OF STRENGTH



Enter to pass Test of Strength

### WATCH OUT FOR...

16,24	Puddle killwave
27,26	Killwave
16,20	Killwave
30,14	Killwave
14,12	Kaiser crab
4,10	Kaiser crab
23,29	Kaiser crab
20,11	Kaiser crab
3,21	Herb
9,1	Wisdom seed
12,17	Wisdom seed
20,4	Wisdom seed
17,16	Depoison
15,28	Smelling salts
13,28	100 gold coins
30,30	Woven robe
24,9	Rescue Gila
20,6	Forbidden box
30,7	Short sword
12,19	Mithril ore—Find Pyra then use this to craft weapons
1,14	Don't open this
7,1	Don't open this
3,25	Don't open this
20,7	Iron gate

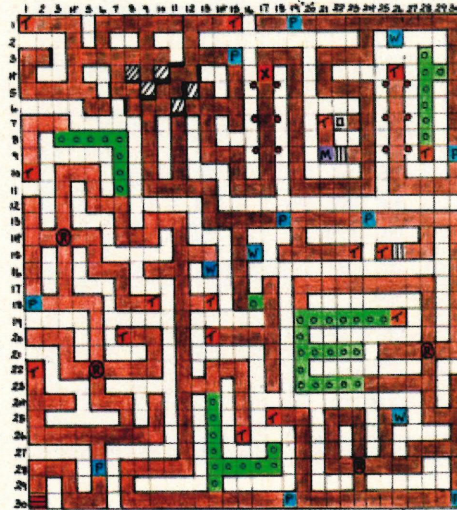
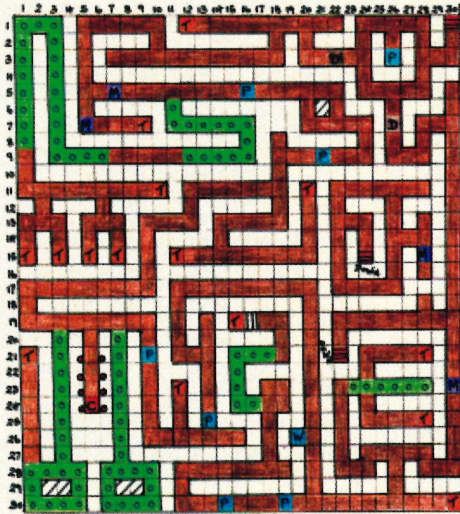




# THE DARKNESS

## CAVE OF COURAGE

## CAVE OF TRUTH



Use the Orb of Truth.  
Place the idol here.  
Enter to pass Test of Truth

### WATCH OUT FOR...

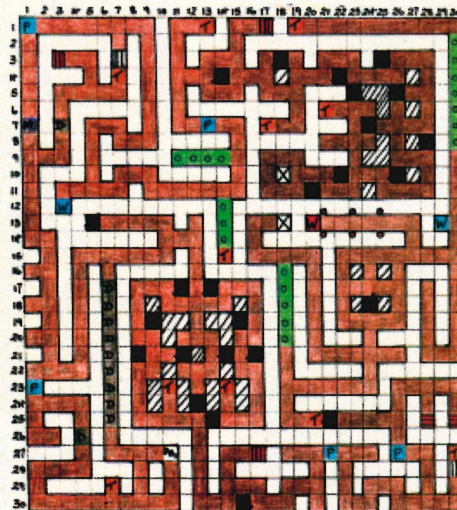
- 5,28 Sea stallion
- 1,18 Sea stallion
- 24,13 Sea stallion
- 15,3 Sea stallion
- 1,22 Wisdom seed
- 1,10 Healer fruit
- 13,18 Depoison
- 17,25 Angel feather
- 13,20 Smelling salts
- 1,1 Chainmail
- 7,20 50 gold pieces
- 9,18 Woodstaff
- 25,15 Magic ring
- 21,7 Rune key
- 28,9 Battle axe
- 26,19 False idol-take to 22,7, go back to 22,9 and kill Doppelganger disguised as princess
- 17,4 Use Orb of Truth
- 15,26 Don't open
- 23,15 Don't open
- 15,1 Don't open

Enter to pass Test of Courage

### WATCH OUT FOR...

- 18,30 Puddle killwave
- 26,3 Puddle killwave
- 28,15 Tortolyde-Kill it to get Orb of Truth
- 30,22 Cyblok
- 5,7 Cyblok
- 30,30 Healer fruit
- 28,21 Wisdom seed
- 13,1 Wisdom seed
- 11,23 Smelling salts
- 20,11 Smelling salts
- 11,15 Depoison
- 3,15 Woven robe
- 28,25 Woven robe
- 8,7 50 gold pieces
- 10,11 100 gold
- 1,15 Angel feather
- 7,15 Morning star
- 1,21 Bronze shield
- 26,7 Use Dwarf key
- 22,3 Use Dwarf key
- 16,19 Iron gate
- 5,15 Don't open

## CAVE OF WISDOM



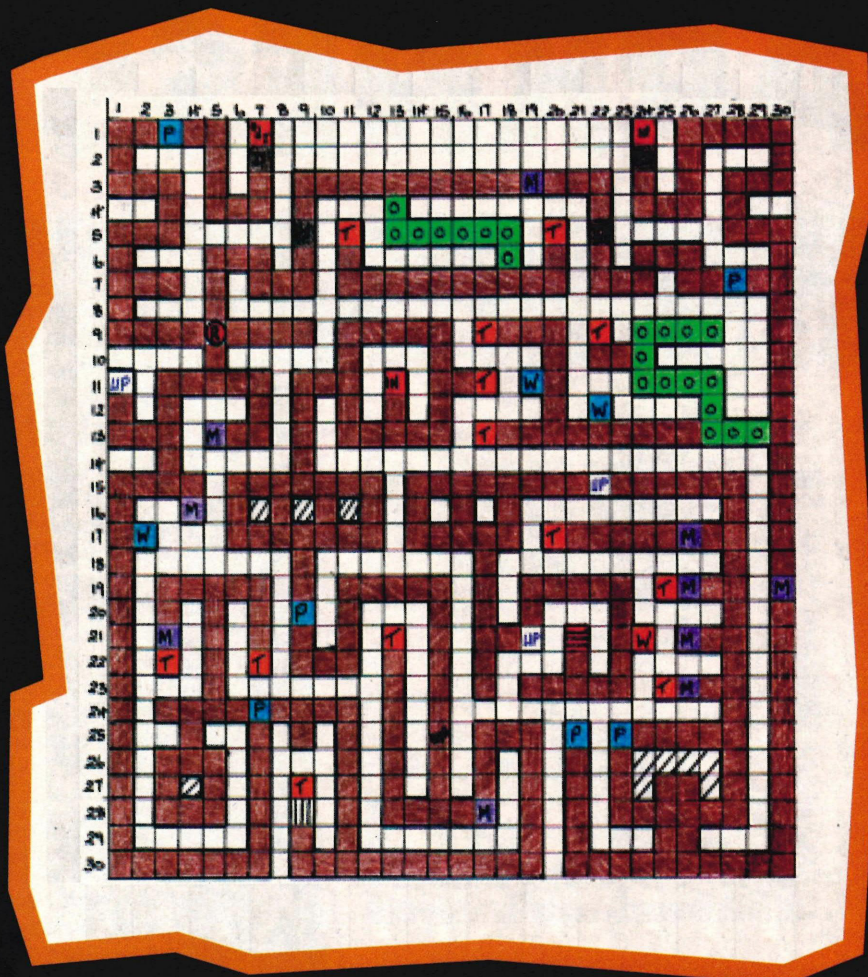
Enter to pass Test of Wisdom  
Leads to 18,13

### WATCH OUT FOR...

- 26,27 Sea stallion
- 1,7 Krusher
- 10,23 Map one
- 7,4 Map two
- 14,23 Battle axe
- 14,15 Flail
- 17,7 Steel sabre
- 21,6 Dark block
- 30,27 Don't open
- 13,1 Don't open
- 16,27 Stairs down here to reach 3,3
- 10,27 Rescue Dai







## LEVEL 2

15,25 leads to secret passage level 3. Also 1,11

### WATCH OUT FOR...

- 17,28 Brikeye
- 19,3 Brikeye
- 30,19 Kromerball
- 3,21 Sentinel
- 4,16 Sentinel
- 5, 13 Sentinel
- 26,3 Sentinel
- 26, 21 Sentinel
- 26,19 Sentinel
- 26,17 Sentinel
- 7,22 Depoison
- 17,13 Smelling salts
- 17,9 Healer fruit
- 17,11 Mithril ore
- 20,17 Gold
- 13,21 500 gold
- 9,27 Barrier Ring
- 3,22 Great Axe
- 20,5 Angel feather
- 11,5 Magic hood
- 22,9 Firestaff
- 25,23 Sun Armour
- 25,19 Worn robe
- 15, 25 Use Mystic Rope, found on level 3 at 1, 28
- 1,11 Use Mystic Rope
- 22,15 Use Mystic Rope
- 19,21 Use Mystic Rope
- 24,21 Gold Water-Get medallion from palace and use it here; next time you enter labyrinth you can use the medallion to go straight here
- 21,21 Up to level 3

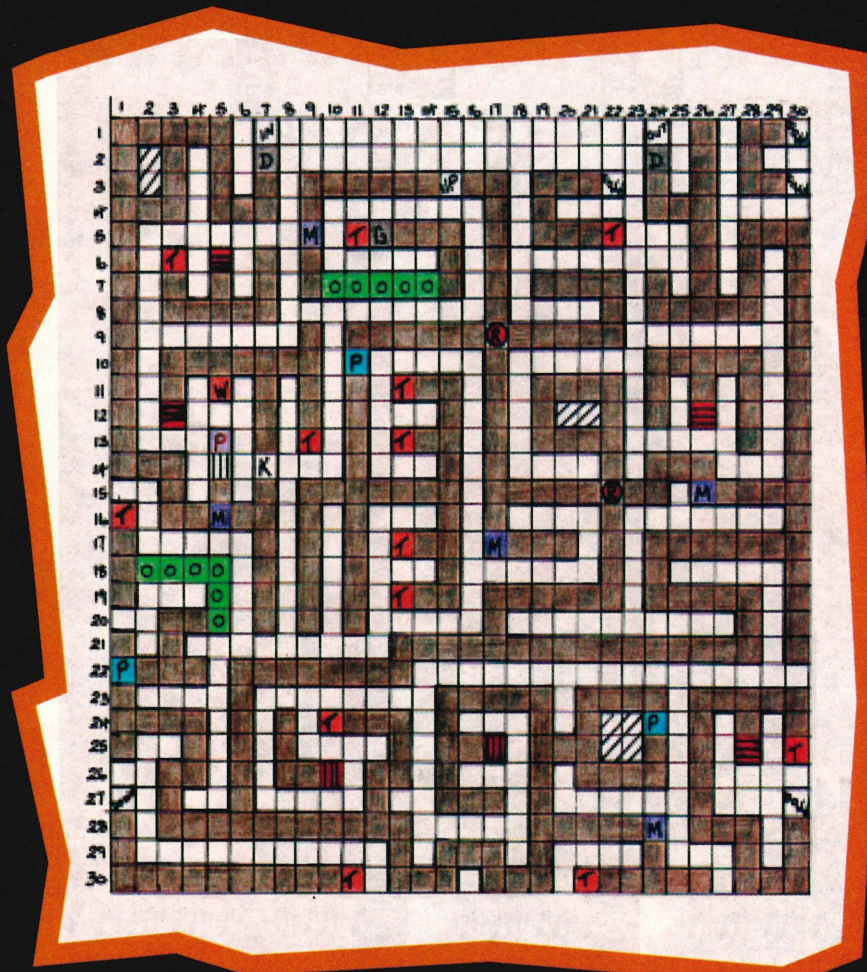
## LEVEL 3

22,3; 30,3; 1,27; 30,27 All lead to secret passages on level four

### WATCH OUT FOR...

- 1,5 Bildblock
- 13,17 Shell beast
- 11,28 Scizzar, giant crab
- 2,30 Healer fruit
- 11,23 Herb water
- 16,23 500 gold
- 17,27 Great flail
- 1,9 Light shield
- 1,28 Mystic rope
- 24,27 Mithril ore
- 30,17 Ice staff
- 29,9 Light helmet
- 1,21 Storm
- 15,25 Up from level 2 at 15,25
- 18,23 Gold Water-Use medallion when entering labyrinth before coming up to level 3. Search Gold Water on level 2 to retrieve half of medallion. Bring it here then go back to village tavern to restore magic and hit points. Use medallion to return.

## LEVEL 4







## LEVEL 4

### WATCH OUT FOR...

- 24,28 Scizzar Crab
- 17,17 Scizzar Crab
- 26,15 Scizzar Crab
- 9,5 Bildblock
- 5,16 Backbone giant skeleton
- 7,14 Kill knight (who is Mortred, your father). Get cell key and free princess
- 21,30 Healer fruit
- 10,24 Herb water
- 11,3 Enduro Staff
- 1,16 Steel Whip
- 13,11 Heal Ring
- 13,19 Frost Armour
- 11,5 Light Blade
- 5,13 Princess
- 22,5 Elven Hood
- 1,27 Up from level 3
- 13,13 Don't open
- 13,17 Don't open
- 15,3 Up to level five secret passage
- 24,2 Door out
- 7,2 Door in
- 5,11 Gold Water-If you've brought the medallion with you use it here then go back to palace
- 5,6 Up to level five
- 22,3 Up from level three

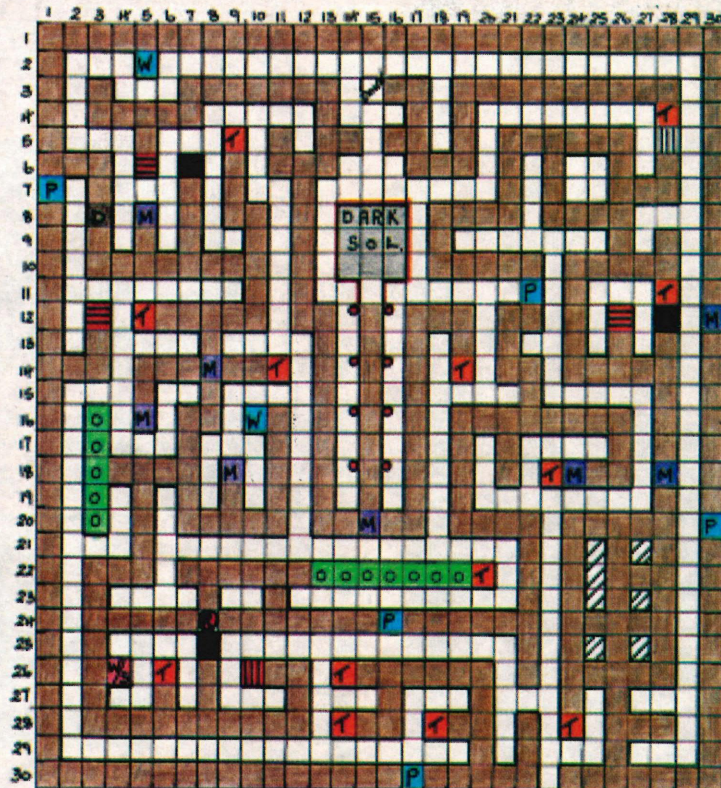
## LEVEL FIVE

**Water Spirit**-You need Light Helmet, Shield, Blade, Armour and Vial of Tears before you visit the water spirit.

To defeat Dark Sol, Pyra uses bolt magic and Milo uses heal magic every second or third turn

### WATCH OUT FOR...

- 30,12 Backbone Giant Skeleton
- 24,18 Bildblock
- 24,18 Guardian
- 4,26 Water Spirit-Get Light Armour at
- 9,5. Return to palace to get Vial of Tears from Theos. Once you return to Water Spirit use Vial and all hit points and magic are restored.
- 24,28 Magic Ring-Restores magic points
- 28,4 Mithril ore
- 20,22 Dark Scimitar
- 6,26 Dark block can be made into cursed weapons by trader.
- 14,26 Magic Robe
- 18,28 1,000 Gold
- 11,14 2,000 Gold
- 5,12 2,000 Gold
- 5,6 From level 4
- 28,11 Don't open
- 23,18 Don't open
- 14,28 Don't open
- 15,3 Up from 4
- 8,24 Trap-Fall through and come back at 10,26
- 7,6 Fall through here to come back at 3,3.
- 15,9 Dark Sol-don't enter until you're at level 60.







# HELP!

## Last month

we had a glut of Spiderman enquiries, this month it's Wonderboy in Monster World that's causing MegaTech readers trouble. Luckily, our panel of Megadrive experts rides roughshod over such sticky obstacles, so if you're stuck between a rock and another rock put your problem on paper (best handwriting and lots of detail as to exactly where in the game you are) and we'll try to save you from terminal hair extraction. Send your problem to HELPLINE, MEGATECH, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AL.

### WONDERBOY IN MONSTER WORLD

I can't work out how to get past the bit with the four levers and the blocks that lower in the monsters' lair near Lilypad. I have tried different patterns of jump-

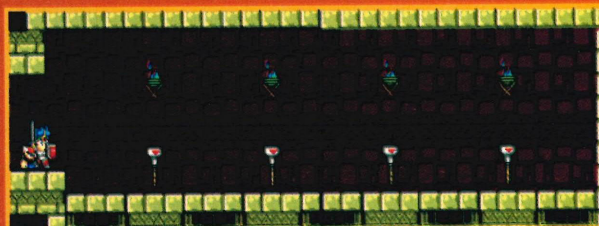


wonderboy in monsterworld

## wonderboy in monsterworld

**I can't** work out how to get past the bit with the four levers and the blocks that lower in the monsters' lair near Lilypad. I have tried different patterns of jumping but can't work it out. Please help as I am desperate for the answer.

DANNY KENDALL, CATFORD



This is easy. Watch the torches above the levers. If they go out you've hit the levers in the wrong order. If memory serves, the correct order is (taking 1 as the lever on the left and 4 as the one on the right) 2, 4, 1, 3. That should open the last pit and lead you to the two bosses.

**I'm at my wits end!** I've beaten the Myconid, been to Lilypad and saved the little boy. I've been into the ruins and got the hard shield. I've also got the two bones in the hidden dungeons below the castle and been to the snowy scene where it says that the door is sealed and still I can't find the damn trident for swimming underwater with. I suspect it's in the desert but when my life runs out and I use the potion to boost my life back up it drains again and I die.

Please can you tell me where the trident is, how to get underwater, how to get across the desert and how to open that ♦♦♦\*ing sealed door.

LLOYD PHILIPS, BURY

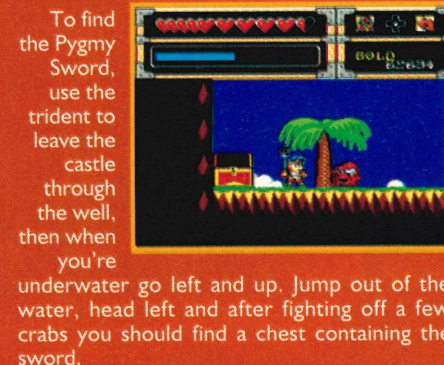


You're barking up the wrong tree for the trident. Have you spoken to the little girl in Lilypad after rescuing her brother? He will help you get into the monsters' lair and reveal lots of useful items. You'll have to beat the bosses at the end of this part of the game to get the trident.

To cross the desert you'll need to wear the oasis boots which are in a chest in Poseidon's shrine, and to open the sealed door in the ice world you'll need to get the bracelet from the elder dragon, whom you should find in the 'other world' after you've completed the pyramid level.

**I can't** find the Pygmy Sword which I need to enter the volcano. Where is it?

S LEWIS, BLACKPOOL



To find the Pygmy Sword, use the trident to leave the castle through the well, then when you're underwater go left and up. Jump out of the water, head left and after fighting off a few crabs you should find a chest containing the sword.

**In the castle** when I go swimming I come to a door which I think is the shrine and next to it on the right is a chest. Could you tell me where to find the doors?

MICHAEL MORROW, MANCHESTER



Nope, that's not the shrine. To find the shrine, go along the islands to the right and enter the hut. Give the girl the ocarina and she will tell you where to go next.

If anyone has any other problems with Wonderboy in Monster World, check out the next issue of MegaTech, in which we hope to be featuring a full Hyper Technique Zone devoted to the game.





# quackshot

## quackshot

**I can complete the maze** of doors (with your help from issue two) but I can't get through Egypt. I get into the door but then when I get to the end I get squashed. Is there a cheat or a tip on this game?

ALEXANDER WILLIAMSON



Gorblimey, this old chestnut. If you had read the letter given to you by Goofy you'd have been able to work out that the symbols on the blocks in the floor are the key to success here. Walk onto the blocks and jump off them in this order: sun, moon, star.



# gynoug

## gynoug

**I'm desperately in need of a cheat** for Gynoug. I can't get past level five and I keep losing all of my continues. Do you know of any cheats? Invincibility would be great.

STEVEN BRENNAN, KNARESBOROUGH



There isn't an invincibility cheat that we know of but here's one that should help you out. The stage select is activated by going down to CONTROL and holding down the A button until a new menu appears.



# phantasy star III

## phantasy star III



**I am currently in the second generation of Phantasy Star III.** Thea has joined the party of Ayn, Mieu and Wren. I am in the Eastern World which includes the city of Endora.

From speaking to inhabitants I have found out the following info:

- a) Look for Satellite. I can reach it from the Eastern World but I need the Power Topaz first.
- b) The Power Topaz belongs to Lena's daughter who lives in Landen.
- c) I have recently got the Twins' Ruby which opens the Landen path.
- d) The Island of Techna in the north-east has tales of satellite.
- e) Techna is also known as The Castle of Power.
- f) To get to Techna, go down Cape Dragon Spine then cross the sea. The Engineers live there.

My problem is simple. I cannot get any further. I have tried everything I can to proceed. I understand I need to get to Landen and Techna (though I might be wrong). If I am right, please can you tell me:

- a) Where the Landen path is (I've been everywhere!).
- b) Lune forbids the party to go through the tunnel from the second to the first world. Who is Lune? Do I have to find him first?

NEIL LOVER, POOLE

You have Barry Curtis to thank for these tips. Go north-west in Aridia to the portal which takes you to the first world. Enter Landen from there. Go into the castle via the stairs in the Technique Distribution shop. Find Sari, Lena's daughter, to get the Power Topaz, but be prepared for a fight. Talk to Lyle and he tells you to go to Cape Dragon Spine near Endora. Once you get there, a dragon (which is really Lyle) takes you across to Techna. Go through the castle and through the dungeon. Board the rocket scooter and it takes you across to Satellite. Now read on...

**Help!** I have reached the stage where Ayn's party has got to Satellite, has reached the area with the broken flooring and has also found two cases. I can find nothing else and can get no further with the game. I have even been back to Techna but I can't get off the island.

I have obviously missed something to do but do not know what. Please can you or anybody help!

COLIN SILVER, MAIDENHEAD

From the sound of it, you're very close to the end of this generation. Once at Satellite, you should just have to find the stairs to the dungeon. At the end of this dungeon is Siren, who fights you. Now you just have to marry Thea or Sari to progress.



# hellfire

## hellfire

**I'm having loads of problems** with the second level guardian on Hellfire (the mummy). Is there an easy way to kill him, and if so could you please tell me?

DAVID LEWIS, SWANSEA



What can we tell you David? Just make sure you reach the mummy with as much weaponry as possible and a shield. If you want to play it safe, stay at the bottom right of the screen and keep firing at the orb which emerges from its chest. You shouldn't have much trouble dodging the bullets which fire downwards from the sarcophagus lid. It's quicker, but a little more dangerous, to dodge inside and blast downwards at the orb, but even that shouldn't prove too difficult.

# HELP LINE





## streets of rage

### streets of rage



I notice that in the Streets of Rage music test there is a bad ending theme. How do

you get it to play in the game, because I have tried going to the last boss, becoming his right hand man then confronting him again only to have the good ending theme. What more do I need to do?

RICHARD COLEY, MOSELEY

We can't find a copy of Streets to check this out, but we think you need to play the game in two-player mode, get to the end, join the boss then kill of your ex-partner and then the boss. You could hardly ask for a badder ending.

## HELPLINE HEROES

We're hearing a lot of good things about our Helpline Heroes, especially Asif Akhtar, so well done, one and all! If you're having trouble with a game listed below, write down a detailed description of where you're stuck and what help you want, bung it in an envelope along with an SAE (otherwise you won't get a reply) and mail it to the relevant helpful soul.

Altered Beast, Afterburner II, Alien Storm, Arnold Palmer's Tournament Golf, Devil Crash, E-Swat, Fantasia, Golden Axe, Heavy Unit, Hellfire, EA Ice Hockey, John Madden Football, John Madden's '92, James 'Buster Douglas' Boxing, Moonwalker, Magical Flying Hat, Mercs, Mickey Mouse, PGA Tour Golf, Quackshot, Revenge of Shinobi, Robocod, Sonic the Hedgehog, Strider, Super Hang-On Super Monaco GP, Spiderman, Thunderforce II, Two Crude Dudes, Toki, Truxton.

Daniel Creser, 24 Barker Road, Earls Barton, Northampton, NN6 0PA.

688 Attack Sub, Alien Storm, Altered Beast, Bonanza Brothers, Cyberball, Decapattack, Eswat, Flicky, Forgotten Worlds, Ghostbusters, Ghouls 'N' Ghosts, Golden Axe, James Pond, John Madden '92, Kings Bounty, Castle of Illusion, PGA Tour Golf, Revenge Of Shinobi, Road Rash, Sonic The Hedgehog, Spiderman, Super Real Basketball, Thunderforce III, Whip Rush, Italia '90, Zany Golf, Robocod.

Stuart Tomlinson, 8 West Drive, Tintwhistle, Via Hyde, Cheshire, SK14 7LX

Road Rash, Spiderman, Crackdown, Fantasia, Revenge Of Shinobi, Dick Tracey, Strider, Arnold Palmers Golf, Alex Kidd and the Enchanted Castle, Altered Beast.

Greg Smithers, 38 Bray Cottages, Letchworth, Herts, SG6 2AS

Sonic The Hedgehog, John Madden Football, Devil Crash, Saint Sword, Super Monaco GP, Ghouls 'N' Ghosts, Golden Axe, Afterburner II, Alien Storm, Arrow Flash.

Daniel Smithers, 38 Bray Cottages, Letchworth, Herts, SG6 2AS

Alien Storm, Arcus Odyssey, Batman, Darius 2, Decapattack, Devil Crash, F-22, Gynoug, Granada X, Herzog Zwei, The Immortal, James Pond, Robocod, Kings Bounty, Magical Flying Hat Turbo Adventure, Marble Madness, Mickey Mouse, Marvel Land, Onslaught, Phelios, Quackshot, Road Rash, Shadow Dancer, Stormlord, Streets Of Rage, Spiderman, Shining In The Darkness, Saint Sword, Start Control, Star Flight, Turrican, Technocop, Wrestleball.

Paul Gaskell, 28 Tudor Ave, Stalybridge, Cheshire, SK15 3EL



## sonic the hedgehog

### sonic the hedghog



#### Is there a cheat

to turn Sonic into anything on Sonic the Hedgehog? I have tried everything but with no success.

DAVID RYDER, HARTLEPOOL

Nooooooo. You're thinking of the 'level designer' cheat which we printed in issue one. It's like the Sonic level select, but you have to press up, C, down, C,

left, C, right, C on the title screen. If you've done this correctly you should hear a 'TING'. Now hold down A and START until the game begins and you should see some strange numbers over the score. If you now press B, Sonic stops and changes into a boulder. Keep pressing A and you'll cycle through all the scenery objects which you can place on the screen by simply pressing C. Once you've filled the place with rings or whatever, press B again and the game starts, allowing you to try out your new game layout.

#### I've been told

that if you collect all the Chaos Emeralds in Sonic then complete the game there are three levels afterwards. I'm told that on these levels you can change into different animals. Is this true? Is it possible to equip Sonic with the emeralds at the start of

the game? Lastly are there any level selects?

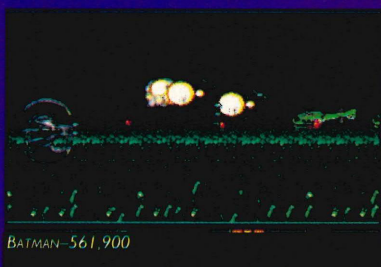
ROGER HUTCHINGS, WANTAGE

Reckon you're having your leg pulled about the three extra levels. It is possible to select levels, though and this must be the most well-known Megadrive cheat in the world (judging by the number of letters we still get each month 'revealing' it). When Sonic appears on the title screen, quickly press up, down, left, right, then hold down A and START to reveal the stage select screen. If you now go to the special stage and collect the emerald, the game will start on Green Hill Zone, act one, but you will still be in credit to the tune of one Chaos Emerald.



# happy gaming!





BATMAN-561,900



DOUBLE DRAGON 2-51,280



GAIAKES-1,608,352



GYNOUG-1,130,450



HELLFIRE-10,947,090



JOHN MADDEN '92-262-10



MERCS-1,277,350

**AFTERBURNER**  
27,861,520  
Daniel Sullivan, Coventry

**ALIEN STORM**  
100 Supreme Ruler  
Jim Graham, Stevenage

**ALTERED BEAST**  
4,463,300  
Wayne Lockwood,  
Boroughbridge

**BATMAN**  
561,900  
Danny Kenmure, Edinburgh

**BATTLE SQUADRON**  
8,912,101 (easy level)  
Asif Akhtar, Wimbledon

**BONANZA BROTHERS**  
9,762,777  
Paul Whiting, Kidlington

**BUDOKAN**  
Finished on one life  
Jim Graham, Stevenage

**CALIFORNIA GAMES**  
Footbag  
106,610  
John Walker, Orpington

**Surfing**  
8.2  
John Walker, Orpington

**COLUMNS**  
52,064,674  
James Sturgeon, Stoke

**DARIUS 2**  
6,449,750  
David Wheeler, Caerphili

**DECAPATTACK**  
Completed with six lives left  
Dan Towes, Gillingham

**DESERT STRIKE**  
2,480,000  
Julian Rignall, Megatech

**DEVIL CRASH**  
999,999,900  
Julian Rignall, Megatech

**DJ BOY**  
9,835,700  
Jonathon Tilbrook, Sheffield

**DOUBLE DRAGON 2**  
51,280 (no credits used)  
Bob Payne, West Bromwich

**EA ICE HOCKEY**  
47-1 (USSR v USA)  
Jonathon Vince, Saffron  
Walden

**EARNST EVANS**  
1,480,050  
David Wheeler, Caerphilly

**ESWAT**  
224,300  
Martin O'Neil, Tonbridge

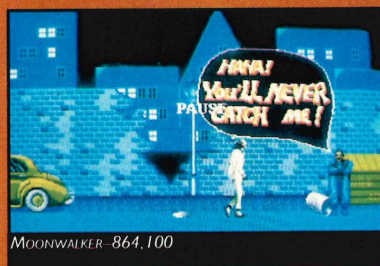


**If** you want recognition in the pages that are worth more than an entry in Who's Who, you've got to be able to produce a feat of such games-playing prowess that it knocks us, and the current high score for six.

We're only interested in scores you've achieved on one credit, so stay off the continues. We also want you to tell us what level you got to and what difficulty setting the game was on. Send your entries on the coupon supplied, or on the back of a postcard (that saves us opening the envelopes and chafing our thumbs) to **HYPERPLAYERS, Megatech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.** Remember, we've played just about every Megadrive game around and we can usually spot hooky scores, so no cheating.

**HYPERPLAYERS**



**F-22 INTERCEPTOR**

USA-26,102  
Dean Lloyd, Rugeley

USSR-29,484  
Dean Lloyd, Rugeley

IRAQ-29,505  
Dean Lloyd, Rugeley

KOREA-21,311  
Dean Lloyd, Rugeley

**FANTASIA**  
11,683,600 (hardest level)  
Chris Maginnis, Linlithgow

**FATAL REWIND**  
2,471,380  
Ian Collins, Dawlish

**FIRE SHARK**  
7,122,130 (Completed)  
Sharon Mitchell, Ealing

**FLICKY**  
1,131,500 (seven credits used)  
Kevin Gaffar, Chelmsford

**FORGOTTEN WORLDS**  
1,845,200  
Rober Golden, Lymington

**GAIARES**  
1,502,384  
Robert Wood, Cleveland

**GAIN GROUND**  
166,334  
Glenn Squibb, Isle of Wight

**GHOSTBUSTERS**  
15,639,000  
Wayne Lockwood, Boroughbridge

**GHOULS 'N' GHOSTS**  
912,300  
Daniel Sullivan, Coventry

**GOLDEN AXE**  
645.5  
Jonathon Vince, Saffron Walden

**GOLDEN AXE II**  
205.3 (Completed)  
Martyn Griffiths, Malvern

**GRANADA**  
23,563,545  
Carl Bown, Bournemouth

**GYNOUG**  
1,130,450 (Hard level)  
Wayne Turner, Chelmsford

**HARD DRIVIN'**  
130,292  
Benn Dixon, Newcastle

**HEAVY UNIT**  
192,900  
Daniel Creser, Horthampton

**HELLFIRE**  
10,947,090  
Asif Akhtar, Wimbledon

**JAMES 'BUSTER' DOUGLAS BOXING**  
8,021,080 (over eight rounds)  
Peter Jarvis, Keighley

**JOHN MADDEN FOOTBALL**  
Minesotta 219 - New England 0  
(one hour game)  
Edward Dunkley, Exeter

**JOHN MADDEN '92**  
All Madden 262-New England 10  
(1176 rushing yards)  
Simon Rodd, Broadstairs

**KLAX**

8,064,580 (import version)  
Sharon Mitchell, Ealing

1,817,669 (official version)  
Glenn Squibb, Wroxall

**LAKERS VS CELTICS**  
Celtics 59 - Lakers 12  
Richard Pursey, Ilford

**MARBLE MADNESS**  
67,610  
Paul Glancey, Megatech

**MERCS**  
Arcade Mode  
1,277,350  
Lee Harwood, Blyth, Northumberland  
Original Mode  
912,750 (Level 8, no credits used)  
Andrew Alexander, Wallsend

**MICKEY MOUSE**  
504,400  
Sharon Mitchell, Ealing

**MOONWALKER**  
854,100  
Simon Gisbourne, Houghton-on-the-Hill

**MUSHA ALESTE**  
133,896,380  
Rodney Scotland, Northampton

**NEW ZEALAND STORY**  
522,360  
Nigel Weston, Wilmslow

**OUTRUN**  
13,008,240 (Hyper)  
David Rowe, Bishops Stortford

**PGA TOUR GOLF**  
Avenel  
265 (best 72)  
David Flin, Halstead, Essex

Sawgrass  
249 (best 72)  
James Thomas, Salford  
51 strokes (best 18)  
Simon Bond, Stoke-on-Trent

West Stadium  
53 strokes (best 18)  
Simon Shone, Heywood

Sterling Shores  
58 strokes (best 18)  
Ian Guy, Redditch

**PITFIGHTER**  
1,638,890 (no credits used)  
Bob Payne, West Bromwich

**POPULOUS**  
515,090 (Genesis level)  
Philip Best, St Austell

**QUACKSHOT**  
602,000  
Rita Guinness, Newcastle-under-Lyme

**RAIDEN TRAD**  
1,804,050  
Neil Morgan, Reading

**RAMBO III**  
999,999,990  
Chad Lewzy, Waltham Cross

**REVENGE OF SHINOBI**  
9,999,900  
Daniel Sullivan, Coventry

**ROAD RASH**

5112,040  
Stuart Newsome, Sheffield

**ROBOCOD**  
9,493,800 (game completed)  
David Brunt, Birmingham

**ROLLING THUNDER 2**  
764,490 (ten men left)  
Bob Payne, West Bromwich

**SHADOW DANCER**  
1,235,000  
Aaron Pearson, Forth

**SONIC THE HEDGEHOG**  
10,870,190  
Chris Weightman, Bexley

**SPACE HARRIER II**  
27,283,600  
Lee Royle, Reading

**SPIDERMAN**  
151,600 (Nightmare level, completed with 22 hrs21mins 8 secs to spare)  
Richard 'The Star' Chisolm, Weston Super Mare

**STRIDER**  
195,800  
Paul Barnett, Womersley Common

**SUPER HANG-ON**  
Expert: 90,892,640  
Stuart Morgan, Kegworth

**SUPER MONACO GP**  
5,227 Driver's Points  
Stuart Morgan, Kegworth

**TASK FORCE HARRIER**  
765,000  
Neil Brockhouse, Bolton

**TETRIS**  
43,953 (281 lines)  
Kenji Crompton, Barrow-in-Furness

**THUNDERFORCE II**  
2,612,010  
Asif Akhtar, Wimbledon

**THUNDERFORCE III**  
7,123,800 (Mania setting, level 8)  
Steven Edwards, Wolverhampton

**TOE JAM & EARL**  
1,295 (completed with Toe Jam)  
Dan Towes, Gillingham

**TOKI**  
311,960  
Shaun Sumner, Wigan

**ULTIMATE TIGER**  
4,100,000  
Robert Ingram, Hounslow

**TRUXTON**  
1,440,630  
James Duckworth, Lytham

**WINTER CHALLENGE**  
Speed Skating-22.92 seconds  
Richard Pursey, Ilford  
Cross Country-3 mins 37 seconds  
Ian Sherriff, Plymouth  
Downhill-1 min 42.93 seconds  
Richard Pursey, Ilford  
Ski Jump-105.6m  
Richard Bentley, Keighley  
Biathlon-4 mins 8.3 seconds  
Robert Butcher, Biggin Hill

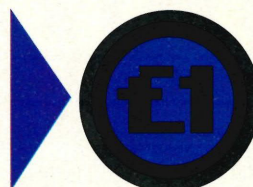
**ZOOM**  
300,679  
Stuart Morgan, Kegworth

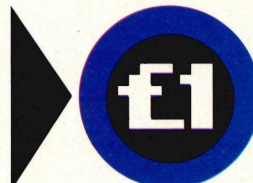
NAME.....
ADDRESS.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....
GAME.....
DIFFICULTY SETTING.....
LEVEL.....
SCORE.....



# 

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<input type="checkbox"/>	PEN PALS	<input type="checkbox"/>	SWAP

<input type="checkbox"/>	WANTED
<input type="checkbox"/>	SWAP

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ADDRESS.....

POSTCODE.....

TELEPHONE NUMBER.....

## FOR SALE

Megadrive games for sale some brand new, many titles call for list may P/Ex or swap (Lee) 0923 262263 evenings

UK Megadrive, Arcade Joystick, Japanese Converter, 8 top games, Sonic, Road Rash, EA Hockey, Madden 92, Strider, Shinobi, Double Dragon, Rolling Thunder II, magazines. Still boxed, 4 months old. Guaranteed. Worth £500. Bargain £300. Telephone Richard on: 0638 730624, pm.

Megadrive games for sale. Top titles - English Road Rash, PGA Tour Golf, Desert Strike, Buck Rogers tel: 081 893 4786 £20 each.

Master System for sale. Includes Gun, Joysticks, control Pads, Adaptor £75. Also Gear Master Converter £9. 081 893 4786

Crude Buster and Wrestle War for £50. Wanted Volleyball for £15. Please write to 64A Alexandra Road, Edgbaston, Birmingham. B5 7NN

PC Engine Core Grafx (Scart) plus 10 games Jap Mags, Joypad, PSU boxed. Pristine condition. Quick sale £120. Sam 081 310 7285

Sega Megadrive, brilliant condition, six games all boxed English Version. Also got adaptor for Japanese carts. Games include PGA Golf, F22, Sonic, Road Rash, Joe Montana, Sports Talk. Worth over £300. Will accept £150 or near offer. Only six months old.

Megadrive (Scart) US/UK/Jap +2 controllers + 11 games, Sonic, Road Rash, Test Drive 2, Bonanza Bros, John Madden 92, Shadow Dancer, PGA Tour Golf, F22 Interceptor, Golden Axe 2, Fantasia, Star Control. Worth £560. Will accept £280. May split. Call Brian on (0753) 811701 Now!

Sale or Swap. Moonwalker, Hard Drivin', Mystic Defender, Streets of Rage, Sonic, Thunder Force III, Batman, Wonderboy. 081 202 3299 Michael 081 203 7356

Atari STFM, includes over 20 good games, Joystick, Original Mouse + brand new Naksha mouse boxed separately everything is in its original boxes and in excellent condition. £200. Tel: 0222 554754

Megadrive and Neo Geo games for sale. Prices from £15 - swaps considered. Please ring 021 459 7576 for a list. Fank.

Ghouls N' Ghosts £28, Golden Axe £25, The Immortal £25, Fantasia £20. Ring Andrew on 0275 393397 after 6pm. Might swap.

PC Engine games for sale. £15 - £25 each or swap for other console games, Megadrive, Super Famicom. Phone Matt on 0742 463430 (Sheffield)

Porsche 959 for sale. But not from me. Megadrive, PSU, Joypad, Dust Cover, Sonic, Strider, Mickey Mouse, F22, M1 Battle Tank, Hell Fire, Zero Wing, Magical Hat + mags. RRP £400 + . Yours for only £330. Ring me 0484 543315 after 6pm

Megadrive - Jap (Pal) + PSU, Joypad and Road Rash. All boxed with warranty. Tel Paul 0993 883771 evenings.

Megadrive English for sale + Arcade Power Stick + F22 + Axe II + Buck Rogers + Kings Bounty + Centurion + Quackshot + Sonic. All hardly used will sell for £200. Contact me on 091 4150544

Scottish Gameplayers! Megadrive games for sale. Sonic (Jap) £10, Winter Challenge (UK) £20, Zany Golf (UK) £20. Also Game Gear boxed as new, worth £100, new £50. Write to Colin McKenna, 4 Coyston Drive, Dalgety Bay, Fife. KY11 5NU. Preferably Nearby.

## SWAP

Please call to swap my Mega Games inc Desert Strike for other good games. Ring 021 459 7576

Will Swap my Robocod for your Quackshot, Mickey Mouse or Wrestle War. Phone Kris on 0964 543796 (Between 6pm - 9pm)

Swap 45 Amstrad CPC 464 computer games for Gameboy or Nintendo. Write to Vicky Crump, 80 Meadow Road, Yeovil, Somerset. BA21 5PD

I will swap my Tecmo World Cup (Jap) for your EA or NHL Ice Hockey. Please ring after 5pm

Swap! Super Airwolf (Jap), Ghouls and Ghosts, Hellfire (Jap), Golden Axe, Test Drive 2, Two Crude Dudes, Eswat. Wants: 688 Sub Attack, Steel Empire or Populous. Others considered. London callers only 0895 255739 (Jason) No Sonics or A.B. Please. 7 - 9 evenings.

Hey you. I will swap my 688 Attack Sub for Gynoug, EA Hockey, Ghouls n Ghosts, Spiderman, Strider or any other Decent game. This excludes Sonic type games

which are far from decent anyway. Contact Stuart on 031 449 4315

Will swap Strider (Japanese) for Desert Strike, Speedball, EA Hockey, PGA Golf or sell for £25. Phone 081 462 3363 ask for Graham

Desert Strike, Buck Rogers, Hellfire, Ghouls 'n Ghosts, Gynoug, Magical Hat to swap for Shining in the Darkness, Road Rash, Super Monaco 2, Populous, or any decent games. I may also consider buying games. Phone James on 0924 279387

Swap Afterburner II, for Streets of Rage or Desert Strike. Would consider any good offers. Tel: John 061 976 4109

I will swap my Megadrive games for £4. Call Neil on 021 422 4159

Swap my Road Rash or Streets of Rage for your EA Hockey or Joe Montana 2. For 1. Ask for Sean. 0793 525100

Will Swap my Mickey Mouse, Quackshot, Altered Beast for PGA Blockout, Ghouls N Ghosts or any other games. Phone Paul (0734) 581339

## WANTED

Megadrive games wanted send list and prices to 23 John Street, Port Talbot, West Glamorgan. SA12 6EB

Wanted Sega Megadrive and master System games large or small collection or single games might also buy consoles if with good games also wanted instruction- = books for Megadrive Ghouls n Ghosts, Revenge of Shinobi, SMG Prix, Mickey Mouse, Strider, Quackshot, Pay £4 each 0527 32230

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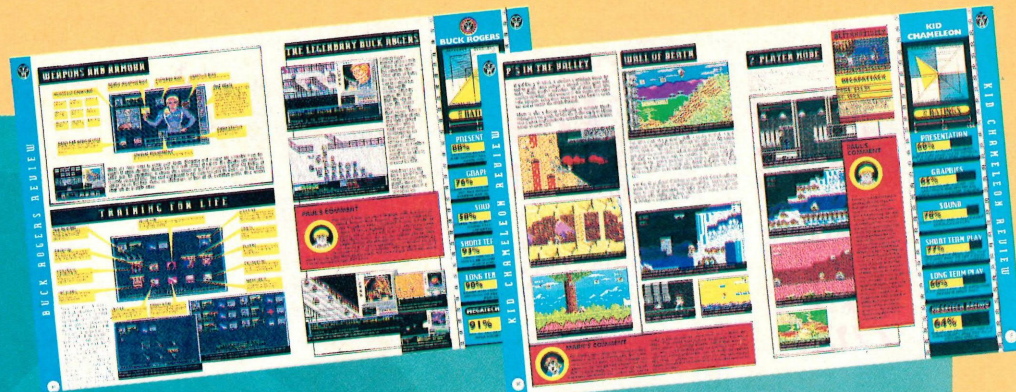
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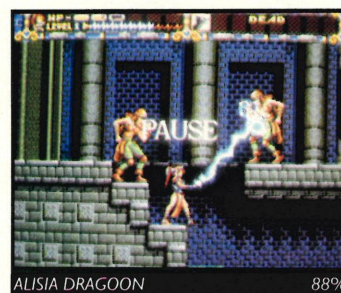
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M TECH RATING	
688 ATTACK SUB	ELECTRONIC ARTS	£39.99	80	80	89	88	86	88	An excellent submarine simulation which gives you ten missions to complete as a US sub commander, or six as a Russian. Although it sounds dull, it's a very compelling game and is thoroughly recommended to someone who's after something different (with plenty of "depth"-ho! ho!).
AEROBLASTERS	KENIO	IMPORT	78	84	81	85	71	78	A fairly easy-to-complete one or simultaneous two-player horizontally scrolling blast. The graphics, sound and playability are all excellent, but that low challenge factor means it can only be recommended to shoot 'em up novices.
AFTERBURNER II	SEGA	£34.99	86	91	92	92	82	90	All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of amazingly smooth and fast 3D action. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech. If you're an Afterburner fan, this is the best conversion you're ever likely to play.
ALEX KIDD IN THE ENCHANTED CASTLE	SEGA	£39.99	70	67	64	72	62	68	The graphics and sound are almost Master System standard, and while it's fun to play, with plenty of secret rooms and things to work out, it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd games so much fun to play. For ardent Alex Kidd fans only.
ALIEN STORM	SEGA	£34.99	84	90	80	89	71	78	An absolutely outstanding conversion of the coin-op, with great graphics and highly enjoyable one or two-player action. The big problem is that it's just too easy. For some unknown reason, the import version is harder, but even then it's not that difficult to finish.
ALISIA DRAGON	SEGA	£39.99	83	94	80	84	89	88	Alisia Dragoon and her pet dragon inhabit the far-flung dimension of fantasy land, where all is not well. An evil dictator controls the land and only Alisia can wrest it from his grasp. What this boils down to is a multi-directional scrolling platform game, with plenty to shoot and lots of features to keep the player hooked. A fresh approach to an old format.
ARCUS ODYSSEY	RENOVATION/UBI-SOFT	£44.99	86	88	87	90	75	86	Arcus Odyssey is peculiar game which can be likened to a 3D Gauntlet clone. The object is to guide your hero(s) (it's two-player simultaneous) around a number of forced perspective levers in search of the witch-queen Castorima. Excellent, and addictive.
ARNOLD PALMER'S GOLF	SEGA	£39.99	85	79	69	86	80	85	This is a pretty decent golf sim. Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.
ASSUALT SUIT LEYNOS	NCS	IMPORT	82	80	81	73	71	73	This strange sort of platform-cum-shoot 'em up puts you in control of a multi-be-weaponed space commando. While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, so unless you're prepared to stick with it, you won't get full enjoyment from the game.
ATOMIC ROBO KID	UPL	IMPORT	70	79	78	84	76	82	There are four different power-ups to collect in this accurate multidirectionally scrolling coin-op conversion. The gameplay is tough enough to keep you coming back for more. Check it out if you're after a no-frills blast with the emphasis on pure destruction.
AYRTON SENNA'S SUPER MONACO GP 2	SEGA	£49.99	91	90	77	94	92	93	Ayrton Senna's replaces the original Super Monaco GP as the number one Megadrive driving game. While not radically different, GP II features extra tracks, improved sound and loads of digitised pictures. If you don't have the first game this one cart you should get.
BATMAN	SEGA	£34.99	87	90	91	86	72	83	The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.
BATTLE SQUADRON	ELECTRONIC ARTS	£39.99	78	83	79	82	81	80	A tough, frantic and noisy one or simultaneous two-player up-the-screen blaster. Although it's pretty much devoid of original features, it's a fun game and lays down a challenge to test even the most experienced of shooting fanatics.
BLOCK OUT	ELECTRONIC ARTS	£34.99	78	70	30	93	91	91	This sort of 3D Tetris is surely the finest Megadrive puzzle game available. Packed with tons of options (including a simultaneous two-player mode) and featuring highly addictive gameplay, this is a must for your collection.
BONAZA BROS	SEGA	£34.99	82	88	84	86	55	73	Like Alien Storm, this is another superb conversion which is let down by the fact that it's just too easy. The two-player action is fun, but at the end of the day what you need is a challenge, and unless you're a games novice, this simply fails to deliver.
BUCK ROGERS-COUNTDOWN TO DOOMSDAY	ELECTRONIC ARTS	£49.99	88	76	58	93	90	91	As RPG's go, this is one of the best on the Megadrive. Based around the TSR board game, it's set in the 25th century and casts you as the leader of a platoon of six rookie soldiers who are out to stop the evil RAM organisation from taking over Earth. Absorbing gameplay, and a must for RPG fans.
BUDOKAN	ELECTRONIC ARTS	£39.99	87	83	79	90	86	89	Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchuku, bo, karate and kendo. With over 25 moves per art and 12 very tough opponents, Budokan isn't a game you'll master overnight.
BURNING FORCE	NAMCOT	IMPORT	78	83	82	79	71	76	Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion. The graphics are very attractive, and the sound isn't too bad, but unfortunately the gameplay gets rather repetitive after a while.
CALIFORNIA GAMES	SEGA	£39.99	80	88	70	83	79	80	Head off to the sun-soaked Californian coast to partake in five events such as surfing, skateboarding and roller skating. Totally excellent fun.
COLUMNS	SEGA	£39.99	76	69	93	88	87	88	Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. The sound is excellent, and there's a huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.





GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
CORPORATION	VIRGIN	£39.99	80	76	84	76	91	87	Corporation is an absolutely huge 3D strategy game. As a secret agent, your job is to penetrate the HQ of a massive corporation and bring back evidence of illegal activities. It's very different, and very absorbing. Worth checking out if you're after a more cerebral type of game.
CURSE	MICRONET	IMPORT	66	71	69	71	67	70	While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die you lose all your extra weapons, and it's very difficult to continue. Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.
CYBERBALL	SEGA	£34.99	79	79	82	81	77	80	A decent conversion of the multi-player coin-op American football game which features robots instead of humans. Cyberball features pretty neat graphics but has been overshadowed by the likes of John Madden '92, which offers superior gridiron gameplay. If you're an American Football fan, try this out - but not until you've seen these others.
DARIUS II	TAITO	IMPORT	83	85	82	87	80	83	A very stylish horizontally scrolling shoot 'em up which sports tremendous graphics and seven completely different endings, depending on which route you take through the game! Recommended to ardent blasting fans.
DAVE ROBINSON'S BASKETBALL	SEGA	£39.99	81	86	77	85	80	83	This game beats Lakers vs Celtics by a narrow squeak to become the best basketball game on the Megadrive. The pitch is viewed at a 45° angle, and flips over when the ball carrier crosses the halfway line. This means he goes from running down to up. This causes some confusion to begin with, but this is still and excellent game.
DECAPATTACK	SEGA	£34.99	74	80	70	83	81	82	A fun-filled platform game which is basically identical to the old import game, Magical Flying Hat Turbo Adventure, except it has different sprites. Platform fans will love it - if you're one, check it out.
DESERT STRIKE	ELECTRONIC ARTS	£34.99	92	91	85	95	93	93	Put on your flight gear, and get your bird whirlin', in this novel shoot 'em up. You have to pilot your AH-64 attack helicopter against the forces of a middle-east country. Loads of action and plenty of missions. Essential.
DEVIL CRASH	TECHNOSOFT	IMPORT	86	91	84	93	88	90	A stunning-looking pinball simulation which is packed full of features. The ball movement is completely realistic, and the general game "feel" makes it the best pinball game yet seen - a must-buy for silverball fans.
DICK TRACEY	SEGA	£34.99	83	85	80	90	88	89	A sort of Shinobi-style game with machine guns, Dick Tracy is a challenging and addictive action game which should appeal to fans of the movie and gamesplayers alike.
DJ BOY	SAMMY	IMPORT	78	80	76	84	73	78	DJ Boy is a beat 'em up on wheels, and while it's great fun to play, but suffers from one flaw - it's too darn easy. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!
DOUBLE DRAGON	ACCOLADE	£29.99	65	75	67	50	30	53	Despite being superior to Double Dragon 2 (which was released before it) DD is a very poor game. Most people should be capable of completing this within half an hour of first playing it. It may look like the coin-op, but it plays nothing like it.
DYNAMITE DUKE	SEGA	£34.99	83	82	74	84	61	73	One of the few Operation Wolf-style games available for the Megadrive, this provides plenty of blasting fun and frolics, but is ultimately let down by the lack of challenge. Once again, only novices really need apply...
EA HOCKEY	ELECTRONIC ARTS	£39.99	90	88	90	92	91	92	A truly superb sports simulation which perfectly captures the atmosphere of the noble (and violent) sport of ice hockey. The gameplay is simply superb and the tough computer opponents and an excellent two-player option provide plenty of lasting appeal. One of the best sports simulations available - miss it at your peril.
ELEMENTAL MASTER	TECHNOSOFT	IMPORT	72	87	86	85	73	78	A technically superb shoot 'em up which combines excellent graphics and superb sound to make it an audio/visual treat. The gameplay is very enjoyable, but the problem is that there are only five levels, and they're not that difficult to beat.
EL VIENTO	RENOVATION	IMPORT	68	60	72	87	84	80	A tough 'n' challenging platform game which doesn't look particularly hot, but is surprisingly addictive and keeps you playing for ages. There's an official version coming soon from Ubi-Soft.
ESWAT	SEGA	£34.99	86	87	82	93	88	92	ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.
F1 CIRCUS	NICHIBUTSU	IMPORT	90	68	69	76	82	80	Despite its poor-looking graphics, F1 Circus is a really good game. It's very fast, there's plenty to do, including pit stops and car customising. Only on import, but well worth checking out.
F22 INTERCEPTOR	ELECTRONIC ARTS	£39.99	94	80	76	89	94	90	This, the only console flight simulation, is absolutely fantastic. The graphics, presentation and playability are all spot on. If you fancy a change from mindless horizontally scrolling shoot 'em ups, check this out.
FANTASIA	SEGA	£39.99	72	93	44	52	47	49	This sequel to Mickey Mouse was keenly anticipated, but turned out to be a massive disappointment. The graphics are excellent, but sadly half sound and poorly designed, bland and frustrating gameplay result in a game that has very little appeal - even to the biggest Mickey fans.
FASTEST ONE	HUMAN	IMPORT	41	35	25	31	28	29	This split screen one or two-player racing game completely fails to deliver. Crap graphics, sound and playability and utterly tedious action results in the worst Megadrive racing game by far. Steer well clear.

## GAME INDEX



ALISIA DRAGOON

88%



MONACO GP 2

93%



CORPORATION

87%



DOUBLE DRAGON



F22

90%





# MEGA

GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	M TECH RATING	
FATAL REWIND	ELECTRONIC ARTS	£34.99	72	90	81	84	82	83	Better known as Killing Game Show, this is a very fast and furious platform game where memorising the screen layout is the key to success. Some may find its high difficulty level just too frustrating, but if you're after a challenge, this is where to be.
FIGHTING MASTERS	TRECO	IMPORT	79	88	80	88	78	86	As a one player game Fighting Masters falls flat on its face. The two-player mode is a different kettle of fish. You can pound your opponent with one of twelve intergalactic wrestlers with a variety of moves unique to the individual characters. The best on-on-one Megadrive beat 'em up.
FORGOTTEN WORLDS	SEGA	£39.99	82	79	86	79	80	82	Forgotten Worlds is a good looking one- or two-player blast, with plenty of action on offer. Like other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.
GAIRIES	UBI SOFT	£39.99	81	88	75	80	85	84	An excellent-looking game, Gaires is by far the toughest horizontally scrolling shoot 'em up available on the Megadrive and is highly recommended to blasting fans who are hankering after a challenge.
GAIN GROUND	SEGA	£34.99	65	49	52	50	40	43	A very accurate conversion of an obscure and hopelessly crap arcade game which features the average graphics, rubbish sound and boring gameplay of the original machine.
GHOSTBUSTERS	SEGA	£39.99	84	85	83	84	81	82	Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.
GHOULS 'N' GHOSTS	SEGA	£39.99	88	92	93	93	92	93	Ghouls 'n' Ghosts is a stunning conversion on the classic coin-op, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.
GOLDEN AXE II	SEGA	£34.99	79	80	67	72	67	67	Although Golden Axe is fantastic, Sega couldn't improve on it with its sequel, in fact they produced a game which wasn't a patch on the fast. Golden Axe 2 lacks playability, and a long term challenge. If you haven't already, get hold of the fast game, it's much better than this.
GRANADA X	UBI-SOFT	£39.99	85	70	75	82	83	81	This little known blaster suffers from small graphics and poor sound. That aside it's extremely playable, with varied levels and plenty of action. If it's some mindless shoot 'em up action you're after you won't go wrong here. It's starting to look a little dated now, but is still worth bothering with.
GYNOUG	SEGA	£39.99	89	96	86	89	94	92	Gynoug stands head and shoulders above most Megadrive shoot 'em ups. It's playable, challenging and the graphics are stunning, with some fantastic bosses. A game no self-respecting Megadrive owner should be without.
HARD DRIVIN'	TENGEN	£34.99	84	88	89	76	70	75	Tengen's conversion of Atari's Hard Drivin leaves a lot to be desired. The vector graphics are jerky and it's very easy to complete. Steer well clear of this turkey.
HEAVY NOVA	MICRONET	IMPORT	80	77	74	64	60	59	This is the Mega-CD's first beat 'em up, and a real let down it is to. The game can be played as a single player slap 'em around cum adventure, or as a two-player head to head battle. Either way it's slow and the moves are hard to access.
HELLFIRE	SEGA	£34.99	60	85	81	93	89	93	Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. There are plenty of surprises, especially on the final level. If you're a shoot 'em up fan looking for a challenge, check this out.
HERZOG ZWEI	SEGA	£29.99	76	71	75	76	74	76	A weird title for a weird game. Herzog Zwei is a sort of strategy shoot 'em up in which one or two players attempt to defeat opposing enemy forces by strategically positioning their own armoured divisions. Rather short on action, but an interesting title which would be more suitable for the tacticians, rather than arcade players.
INSECTOR X	HOT B	IMPORT	76	80	78	81	67	74	The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement - but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features.
ISHIDO	ACCOLADE	£35.99	76	65	76	74	81	80	Ishido is an overly-colourful puzzle game which is played with 76 tiles on a 96 squares big board. The object is stick all the tiles on the board by placing them next to tiles with a matching shape or colour. Fun for a while, but very difficult.
JAMES POND	ELECTRONIC ARTS	£39.99	44	80	66	77	72	78	A cute and entertaining twelve-level aquatic platform game which provides plenty of fun. There are lots of hidden levels, and ardent platform addicts will definitely enjoy the action. It's since been over shadowed by its sequel, Robocod, which has many more levels.
JOE MONTANA SPORTS TALK FOOTBALL	SEGA	£39.99	91	81	96	80	72	80	Joe Montana 2 is a significant departure from its predecessor. The game is now horizontally scrolling with close-up views of the action. Best of all is the digitised speech which provides a running commentary through a game. Not as playable as John Madden's '92, though.
JOHN MADDEN FOOTBALL '92	ELECTRONIC ARTS	£39.99	90	95	93	89	96	95	This is the best American footy game anywhere on any machine. The graphics are excellent and, more importantly, the control system is easy to understand and use. No megadrive owner should be without a copy of this.
KAGEKI	KANEKO	IMPORT	51	50	69	45	20	30	A complete duffer of a beat 'em up, converted from an old coin-op. The poor graphics would have been bad enough, but your fighter is gifted with only two fighting moves making the action dull beyond belief.





GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTech RATING	
KID CHAMELEON	SEGA	£34.99	60	65	78	77	60	64	Kid C is a platform game with a novel twist, the hero can change his form by collecting hats. This power lets him masquerade as a samurai, a tank, a psycho and a host of other characters. What lets it down is the lack of challenge which persists throughout the game, bar one level.
KLAX	TENGEN	£34.99	90	74	85	84	82	85	Beware! The Japanese import version of this isn't particularly good due to a vague and imprecise control method. American and official versions have that problem cured and are much better. Fans of the original coin-op and puzzle game players in general are recommended to try it out.
LAST BATTLE	SEGA	£29.99	53	76	71	35	26	32	Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right. Do yourself a favour, and plug this into anything but your Sega.
M1 ABRAMS TANK	SEGA	£39.99	85	80	82	83	79	81	A thoroughly enjoyable simulation which features eight missions to test the skills of a budding tank commander.
MARBLE MADNESS	ELECTRONIC ARTS	£29.99	73	80	78	86	55	73	An extremely accurate conversion on the ancient Atari coin-op. It has all the original's features, including a mere six levels. If you're a fan of the coin-op you'll liked this, otherwise there isn't enough here to warrant buying.
MARVEL LAND	NAMCOT	IMPORT	76	81	80	85	79	81	A huge, sprawling platform game with loads of levels. Although original features are few and far between, it's a playable, fun game which should appeal to fans of the genre.
MERCs	SEGA	£39.99	89	85	84	91	80	90	This as good a conversion of the coin-op as fans could hope for. You also get two versions of the game on the one cartridge - an action game and original mode, where you recruit other Mercs to help your cause. An essential for shoot 'em up fans.
MUCKY MOUSE IN THE CASTLE OF ILLUSION	SEGA	£39.99	88	95	85	94	76	93	One of the best Megadrive platform games around, combining superlative graphics and excellent gameplay to provide an addictive and thoroughly enjoyable challenge.
MIDNIGHT RESISTANCE	SEGA	£39.99	80	85	90	88	78	85	A very faithful coin-op conversion which packs all the looks, sounds and levels of the original machine. On the lowest setting the challenge is lacking, but stick it on hard and you should have a great time!
NIGHT AND MAGIC 2	ELECTRONIC ARTS	£39.99	85	77	50	80	85	81	An extremely good menu/text-driven RPG which should keep purists scratching their craniums for months.
MIKE DITKA'S POWER FOOTBALL	ACCOLADE	£39.99	69	74	88	76	69	72	A cross between Joe Montana Football and John Madden's Football, but not as good as either. Check this out only if you're desperate for something different.
MOONWALKER	SEGA	£34.99	84	91	93	88	79	85	With its excellent graphics, thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech this is a very addictive platform game which will have you tapping your feet while you play. Forget the fact that this has the credit-damaging Michael Jackson face on the cover, and just enjoy the action.
MUSHA	N/a	IMPORT	65	78	68	73	65	71	Uneven graphics and the easy difficulty level make this a rather dull up-the-screen shoot 'em up which we can only recommend to novices.
MYSTIC DEFENDER	SEGA	£39.99	81	78	71	67	55	63	Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone lacks the oomph to keep you coming back for more.
NEW ZEALAND STORY	SEGA	£34.99	85	84	83	91	85	89	New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.
OUTRUN	SEGA	£39.99	87	80	80	71	43	58	This conversion of the classic coin-op simply doesn't do it justice. The graphics and sound are okay, but it's the gameplay where it falls flat - it's so easy even a complete dumbo can complete it within a couple of goes.
PACMANIA	TENGEN	£34.99	82	82	73	80	60	70	This is a Perfect conversion of the coin-op, unfortunately it's very boring, and you have to be an appalling games-player not to be able to go all the way round on your first go. Not an essential purchase by any means.
PGA TOUR GOLF	ELECTRONIC ARTS	£39.99	90	85	87	94	94	93	Simply the best golf game available on any system. Superb gameplay, a tough challenge, multi-player options, battery-backed RAM and loads of courses make this a sports simulation not to miss.
PHANTASY STAR III	SEGA	£49.99	89	84	77	85	92	89	Another enormous role-playing game, but this one has far more depth and variety than its predecessor. It's by far the best RPG on the Megadrive, but the real bummer is that it costs a massive £50.00! Eek!
PITFIGHTER	TENGEN	£39.99	90	78	70	76	80	80	The main boast behind this conversion is that all the characters are actually digitised from real people. That said, they're very badly defined and the animation is a tad rough. Still, a fun beat 'em up, especially in two-player mode.

## GAME INDEX



GOLDEN AXE II 67%



GYNOUG 92%



KLAX 85%



MERCs 90%



PITFIGHTER 80%





# EXPENSE

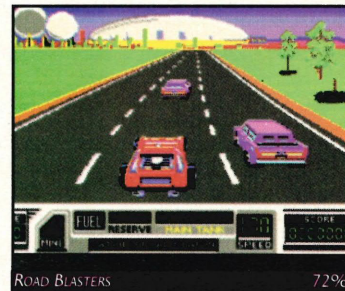
GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
POPULOUS	ELECTRONIC ARTS	£39.99	90	82	73	92	91	91	Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts. With super graphics and 500 different levels, Populous is both highly original and amazingly addictive. With a constant challenge on offer, Populous is a game which you will return to time and time again.
QUACKSHOT	SEGA	£39.99	80	92	89	83	80	82	Donald Duck is the star of Sega's third Disney game, and a good effort it is too. Donald has to set off in search of the lost treasure of King Garuzia, aided by a host of Disney stars. The graphics are excellent, but the infinite continues make the game easy to complete.
RAINBOW ISLANDS	TAITO	IMPORT	83	80	76	87	85	86	Save the vertical scrolling platform levels of the Rainbow Islands in this version of the Taito coin-op. Virtually arcade perfect (both arcade versions, normal and super have been included) with only flickery sprites letting the side down, Rainbow Islands is a rewarding, playable platform game.
RAMBO III	SEGA	£39.99	78	87	93	89	82	87	In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!
REVENGE OF SHINOBI	SEGA	£34.99	85	92	93	95	91	94	This is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory. The game is huge, spread over 20 different and very long sub-levels. If you're a platform game fan, this is an essential purchase.
ROAD BLASTERS	TENGEN	IMPORT	79	82	80	77	70	72	This is a conversion of a old coin-op that puts you in the driving seat of an armoured assault-car, traversing a post-holocaust landscape putting paid to bad guys with machine guns, electro-shields and cruise missiles. It's very fast, but not enough happens to make it interesting or warrant paying any significant amount of cash for.
ROAD RASH	ELECTRONIC ARTS	£39.99	89	92	92	94	88	92	Take your high-powered bike into the Road Rash tournaments, a series of races where the objective is to travel the Super Hang-On style roadways indulging in violent acts with other "Rashers". Lots of races, lots of bikes to ride, and plenty of thrills 'n' spills make Road Rash the best racer on the Megadrive!
ROLLING THUNDER II	NAMCOT	IMPORT	91	89	88	86	92	90	A truly excellent conversion of the arcade smash-hit. There's loads of levels, the graphics are tops and the sound effects are ace. This version is SCART only, and must be if you own the appropriate machine.
SOL FEARCE	WOLF-TEAM	IMPORT	85	75	76	84	74	80	Sol-Feace, apart from being Wolf-Team's first Mega-CD game, is also a very decent shoot 'em up. Although it doesn't put the hardware to much use, the game itself is very playable. Worth checking out.
SONIC THE HEDGEHOG	SEGA	£39.99	85	93	81	93	93	89	Sega's hyped-beyond-belief character stars in a game heavily inspired by Nintendo's Mario platform game series. It's very addictive with brilliant graphics and speed. However, the gameplay is frustrating at times and experienced gamers should have this one licked within days.
SPACE HARRIER II	SEGA	£39.99	73	82	80	79	71	76	Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. However, the gameplay gets pretty dull after a while due to the lack of variety. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.
SPIDERMAN	SEGA	£39.99	88	84	86	92	90	91	Marvel's web-slinging hero hits the Megadrive in style, with excellent comic-like backdrops and sprites with great gameplay. With plenty to see and do, Spider-Man should appeal to anyone after an excellent, challenging platform game.
STEEL EMPIRE	HOT-B	IMPORT	89	93	83	89	70	85	This is an excellent shoot 'em up spoilt by one thing - it's too easy. The graphics are stunning, and beat those of most Megadrive games hands-down. Despite its one drawback, this is an exceptional game. Well worth checking out if you're feeling free with your cash.
STAR CONTROL	ACCOLADE	£39.99	86	68	90	93	90	90	Two space empires battle it out for supremacy in this awesome rendition of the arcade classic, Space Wars (albeit with extra strategy bits thrown in). A bit dull in one-player mode, but the highly entertaining two-player version more than makes up for it.
STREETS OF RAGE	SEGA	£34.99	90	90	94	94	89	92	Yes! The Megadrive needed a fabulous beat 'em up, and Streets of Rage more than delivers. With excellent sprites, backdrops and brilliant music, Streets of Rage is initially very appealing. Add in great gameplay and simultaneous two-player action and you've got an essential buy.
STRIDER	SEGA	£34.99	84	94	88	94	87	91	This conversion's graphics and sound are high on arcade-perfect, and it also packs a considerable challenge. Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any arcade fan - and its multiple difficulty levels means that it won't become boring very quickly.
SUPER HANG-ON	SEGA	£39.99	90	89	90	93	84	89	Converted from the Sega coin-op, this is an excellent copy and has all the features of the original machine plus an extra challenge game thrown in for good measure! The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.
SUPER OFF-ROAD	BALLISTIC	£24.99	82	79	84	88	78	83	This is a great conversion of and old Leland coin-op. Four trucks (two of which can be driven by human players) have to race around sixteen dirt tracks, collecting winnings and spending them on customising their vehicles. The two-player game is a good laugh, but it dials slightly in one player mode.
SUPER REAL BASKETBALL	SEGA	£39.99	80	79	77	81	80	81	The computer isn't difficult to beat once you've got used to the comprehensive control method there's a very good two-player mode. With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options.
SUPER THUNDERBLADE	SEGA	£34.99	60	78	67	72	55	69	This was one of the first ever Megadrive games, and a two years ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.





GAME NAME	BY...	PRICE	RATINGS %						GENERAL COMMENTS
			PRESENTATION	GRAPHICS	SOUND	STP	LTP	MTECH RATING	
SUPER VOLLEYBALL	VIDEO SYSTEMS CO.	IMPORT	77	80	55	69	50	61	Although it looks good, the rather fiddly and irritating control method means that only the most ardent of volleyball fans will be willing to persevere with this.
SWORD OF SODAN	ELECTRONIC ARTS	£34.99	69	70	60	61	51	55	Although Sword of Sodan's big sprites look impressive, the poor animation and pedestrian playability results in a game that will only appeal to people who like their action sl-o-o-w.
SWORD OF VERMILLION	SEGA	£49.99	85	79	94	85	90	87	Put simply, this is probably the best RPG on the Megadrive. A gripping plot combined with user-friendly controls and great presentation make for an RPG that even a die-hard laser brain should thoroughly enjoy.
TAZ MANIA	SEGA	£39.99	70	96	93	89	80	88	Taz Mania has stunning graphics, great sound but falls just short of becoming a classic by being a little too easy to complete. Taz is beautifully animated, to the point of being cartoon quality, as he leaps from platform to platform. A perfect game for younger players, and a fun jaunt for everyone else.
THE TERMINATOR	VIRGIN	£39.99	84	85	90	73	50	60	The Terminator starts off with a fantastic intro, and a visually stunning first level, but from there the next three levels decrease in quality. What kills the game is that it's so easy to complete. Most seasoned games players will finish this within an hour of getting it home. A sad end to a potentially great licence.
THUNDERFORCE 3	SEGA	£39.99	82	88	86	91	86	89	The Thunderforce fighter is back in a six-level graphical tour de force. The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.
TOE JAM AND EARL	SEGA	£39.99	87	90	96	94	79	87	A completely bizarre one or simultaneous two-player arcade adventure that's absolutely jam-packed with humorous touches - both visual and aural. The game is very laid back, and the emphasis is on exploration rather than rushing about. Thoroughly enjoyable, thoroughly weird and thoroughly worth checking out.
TONGUE OF THE FATMAN	ELECTRONIC ARTS	£39.99	85	87	75	86	62	71	This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladiatorial style contest. The gameplay, which to be blunt, is far too easy. Check it out by all means - if just to see the excellent graphics - but play before you buy.
TRUXTON	TOAPLAN	IMPORT	76	81	79	83	78	82	Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.
TURRICAN	ACCOLADE	£39.99	65	71	72	77	72	73	A fairly enjoyable platform/shooting game which has one flaw - it starts out fairly tricky, but gets easier the further you go!
TWO CRUDE DUDES	DATA EAST	IMPORT	91	94	76	91	85	87	This is a conversion of the coin-op Crude Busters, and it stays faithful to the original. The graphics are fab and there are many neat touches. It's two easy to complete though, so this will appeal to fans more than anyone else.
VAPOR TRAIL	RENOVATION	IMPORT	84	80	90	81	59	70	Another vertically scrolling shoot 'em up? You bet! Vapor Trail is another average effort with decent graphics, exceptional sound but rather lacking in the challenge department. One for die-hard blasting fans to have a look at.
VERYTEX	ASMIK	IMPORT	72	78	88	77	69	73	Would you believe it? ANOTHER vertically scrolling blaster! For Verytex, read Very Average. Unexceptional graphics coupled with dull gameplay make Verytex very boring very quickly.
WANI WANI WORLD	KANEKO	IMPORT	65	77	80	87	70	80	With its colourful graphics and two-player mode, Wani Wani World is instantly playable. It's based around the age-old coin-op Space Panic, with the object being to smash holes in platforms, lure creatures into them and then push them through. A lack of lasting appeal is Wani's only drawback.
WARDNER	VISCO	IMPORT	81	71	80	81	71	75	Wardner was a minor coin-op hit, and this Megadrive conversion is pretty creditable. It's standard platform fare - dodge the traps and blast the meanies and massive zbosses. Wardner is pretty playable, but infinite continues make it pretty simple to complete.
WARSONG	TRECO	IMPORT	84	64	75	77	88	85	Being a swords and sorcery wargame, Warsong can be counted unique on the Megadrive. The object is to command your armies through 20 scenarios as you attempt to free your kingdom. Providing you don't mind placing thought over reflexes you'll enjoy this.
WHIP RUSH	SEGA	£34.99	54	48	36	55	70	71	Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. To be honest, it's one of the crappiest blasters available - try something like Truxton or Thunderforce III rather than wasting your cash on this.
XDR	UNIPACC	IMPORT	85	59	45	49	41	47	This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.
ZANY GOLF	ELECTRONIC ARTS	£39.99	85	85	85	85	85	85	This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more. If you're after something different, check this out!
ZOOM	SEGA	£29.99	60	61	72	51	43	45	Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. It's quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring.

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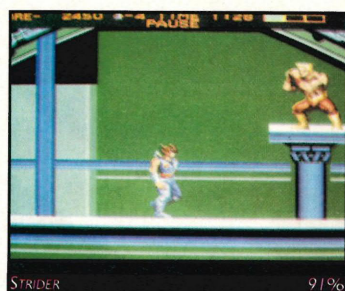
ROAD BLASTERS

72%



STAR CRIBTRIK

90%



STRIDER

91%



TAZ MANIA

88%



THE TERMINATOR

60%

## GAME INDEX





# in **next month's** megatech...

**HEY!** Callin' all you little Hulkamaniacs and Little Warriors! Next month we'll be taking you on a trip into the wonderful world of the World Wrestling Federation when we take an exclusive first look at Acclaim's forthcoming WWF Wrestlemania! The Super NES version caused riots when it arrived in the Mean Machines office, but will the Megadrive version be up to the same standard?

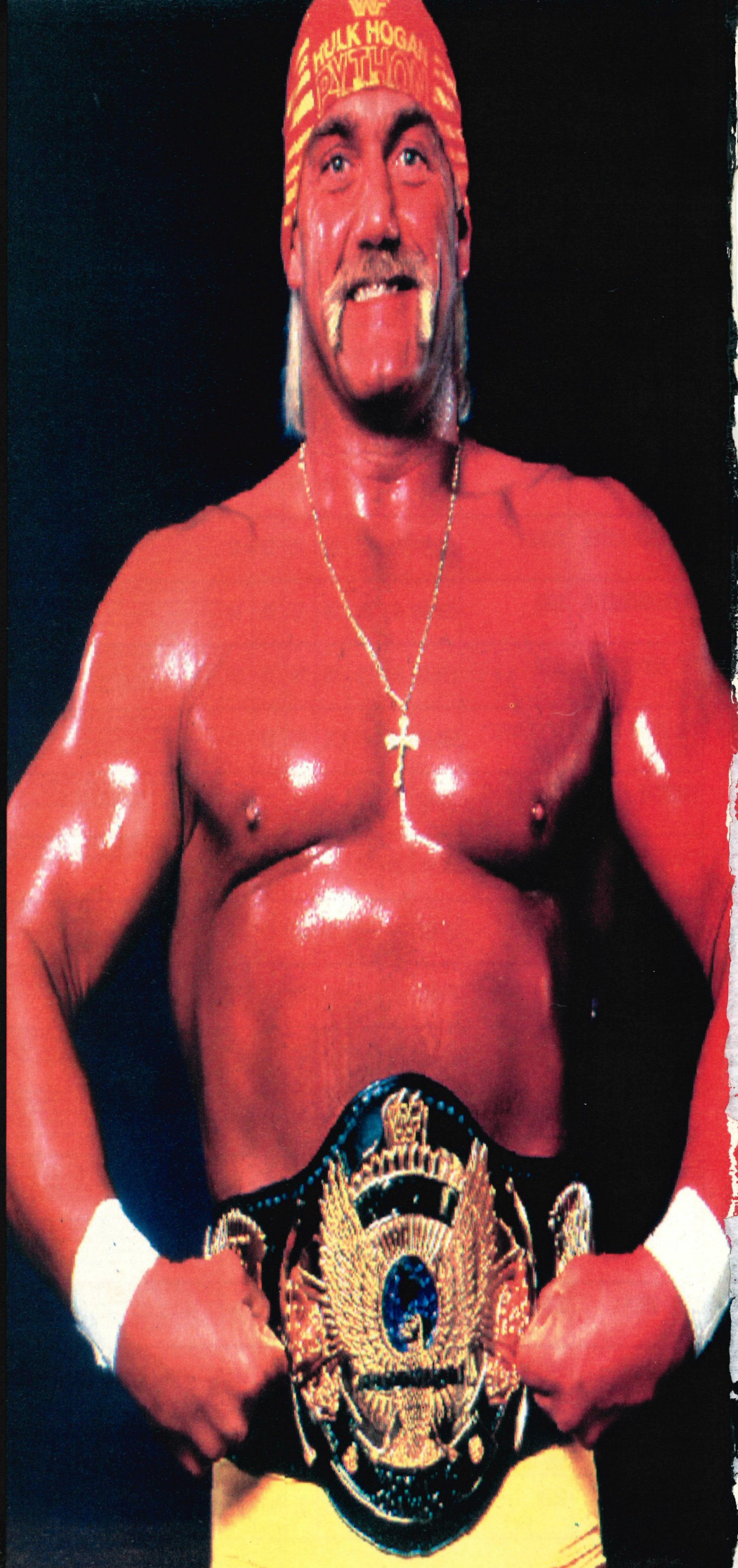
Alas, Sega couldn't get us Evander Hollyfield's Boxing in time for this month's issue, but we'll be giving it a full review in the August issue along with Lemmings (another one which didn't make it this month), Green Dog, and Virgin's Altered Destiny and Mega-lo-Mania.\*

We'll also be featuring a full Hyper Technique Zone guide to Wonderboy in Monster World, so all you wandering Wonderboys better make sure you don't miss out!

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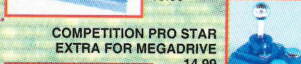
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Table listing various Megadrive games and their prices, including 688 Attack Sub, Afterburner 2, Alex Kidd in the Enchanted Castle, Alien Storm, Alisia Dragon, Arrow Flash, Art Alive, Back to the Future 3, Batman (Original Version), Block Out, Bonanza Brothers, Buck Rogers, Budokan, Bulls vs Lakers, California Games, Columns, D. Robinson Basketball, Dark Castles, Decap Attack, Desert Strike, Devil Crash, DJ Boy, Donald Duck - Quackshot, ESWAT, F22 Interceptor, Fantasia, Fatal Labyrinth, Fire Shark, Galaxy Force 2, Ghouls n Ghosts, Golden Axe, Golden Axe 2, Gynoug, Hard Drivin', Headbangers Ball, Hell Fire, Immortal, Ishido, It Came From the Desert, J.B. Douglas Boxing, Joe Montana 2 (Sportstalk), John Madden '92, Kid Chameleon, Klax, Last Battle, Marble Madness, Mario Lemieux Hockey, Mercs, Mickey Mouse, Midnight Resistance, Mike Ditka's Ultimate Football, Moonwalker, NHL Ice Hockey, Olympic Gold, Onslaught, Outrun, Pacmania, Paperboy, PGA Golf Tour, Phantasy Star 2, Phantasy Star 3, Phelious, Pitfighter, Revenge of Shinobi, Rings of Power, Road Rash, RoboCop (James Pond 2), Shadow Dancer, Shining in the Darkness, Space Harrier 2, Speedball 2, Spiderman, Starflight, Streets of Rage, Strider, Super 3D Noah, Super Hydride, Super Real Basketball, Super Thunderblade, Sword of Vermillion, Tazmania, Thunderforce 2, Thunderforce 3, Toe Jam and Earl, Toki, Turbo Outrun, Turrican, Where in Time is Carmen Sandiego?, Wonderboy, Monster World, World Cup Italia 90, Wrestle War, Xenon 2, and Zero Wing.



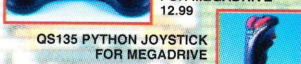
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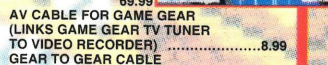
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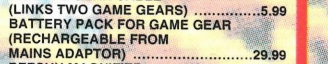
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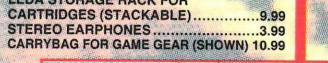
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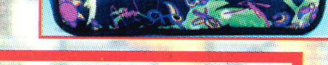
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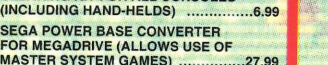
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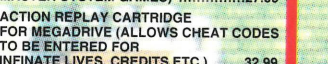
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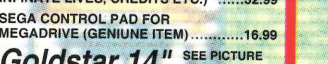
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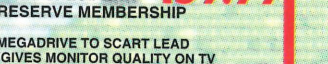
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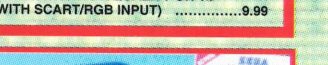
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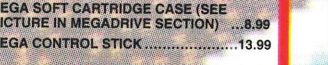
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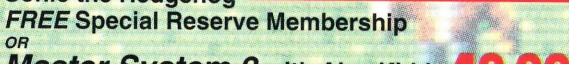
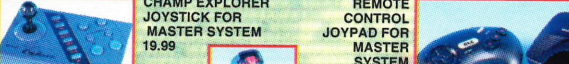
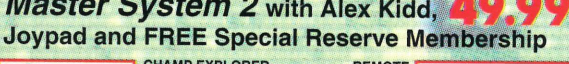
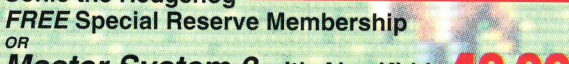
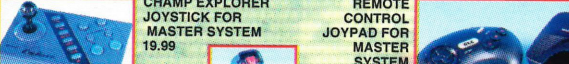
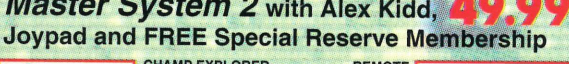
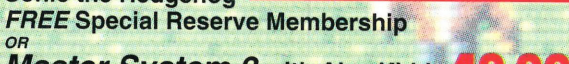
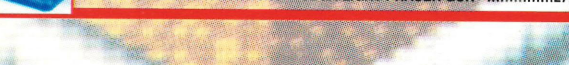
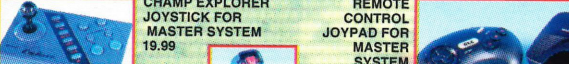
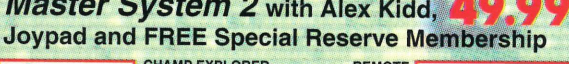
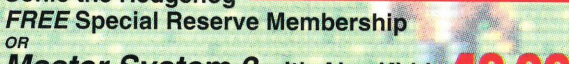
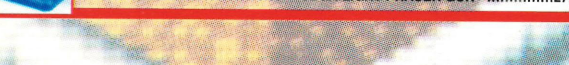
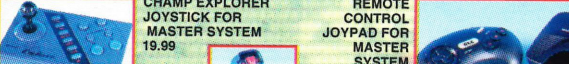
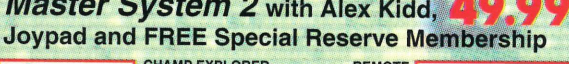
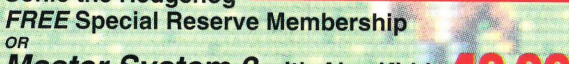
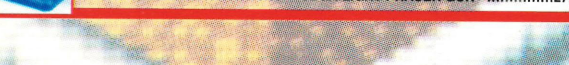
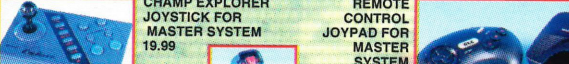
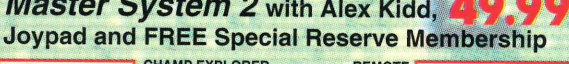
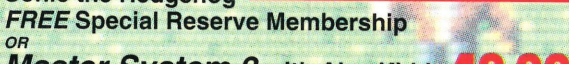
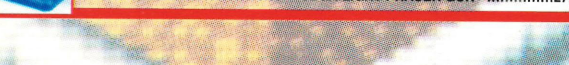
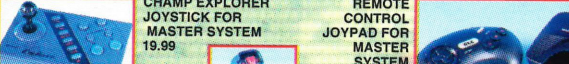
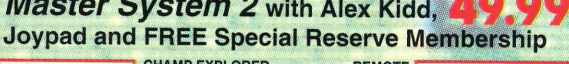
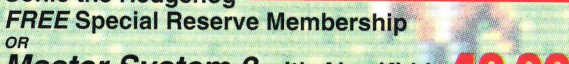
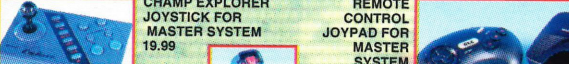
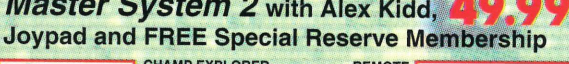
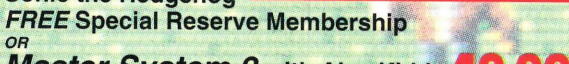
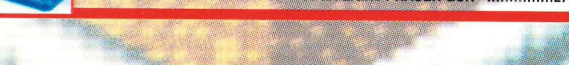
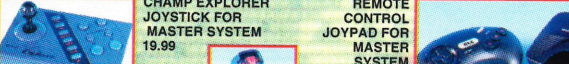
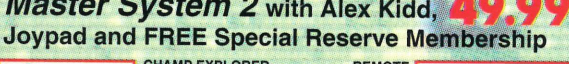
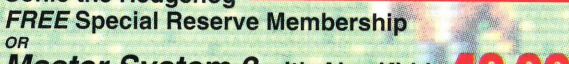
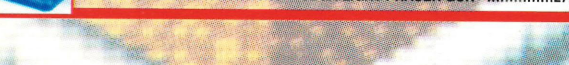
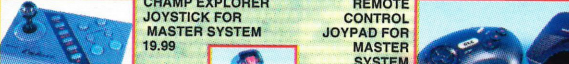
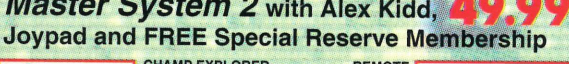
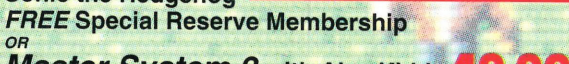
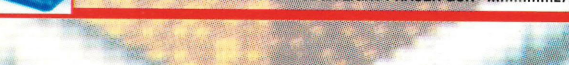
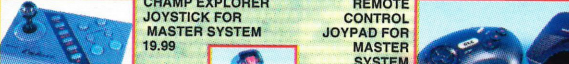
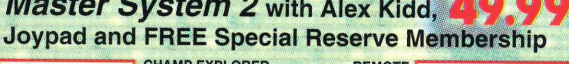
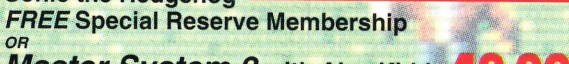
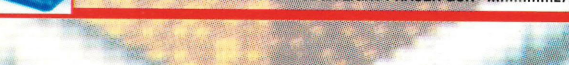
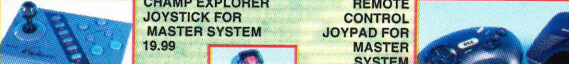
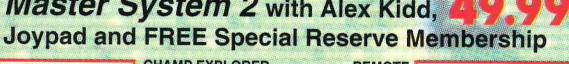
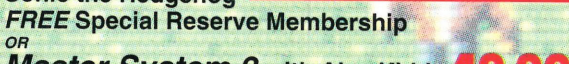
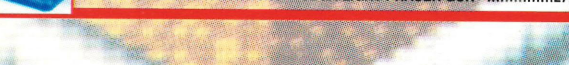
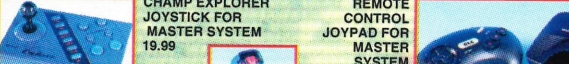
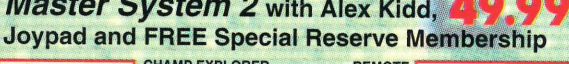
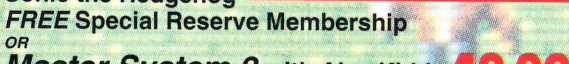
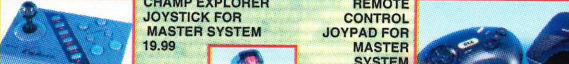
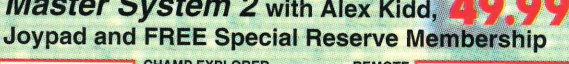
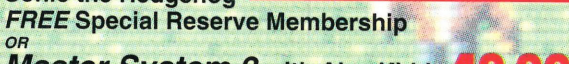
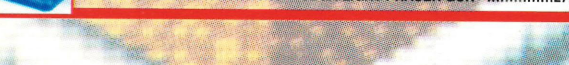
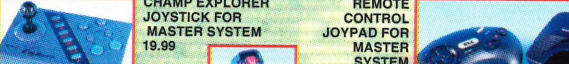
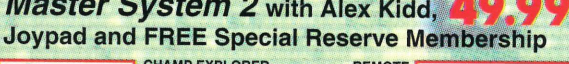
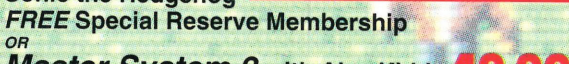
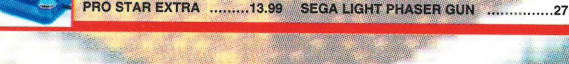
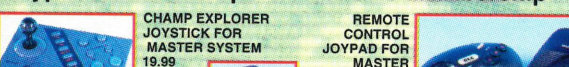
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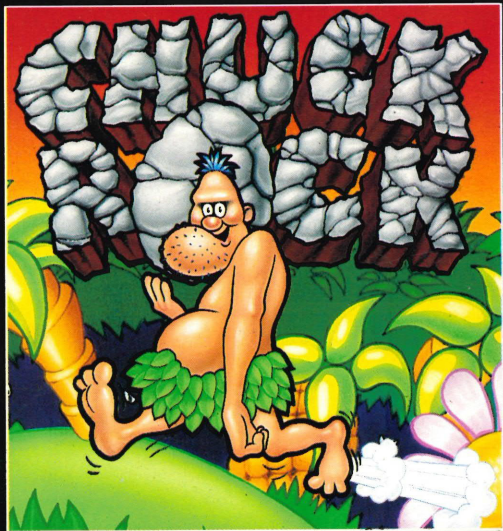
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CHUCK ROCK - Another **immaculate concept** from **Virgin Games**.

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